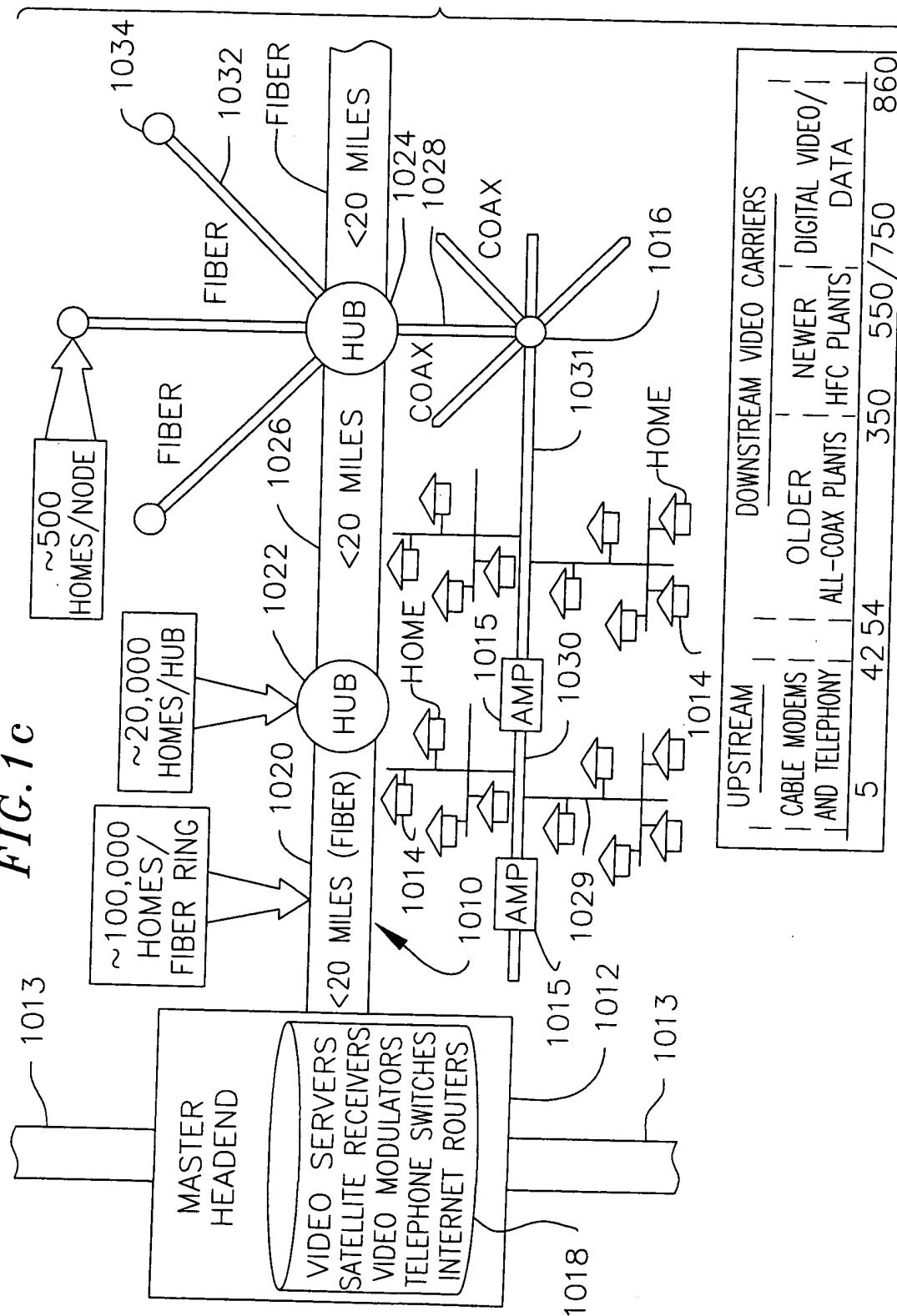
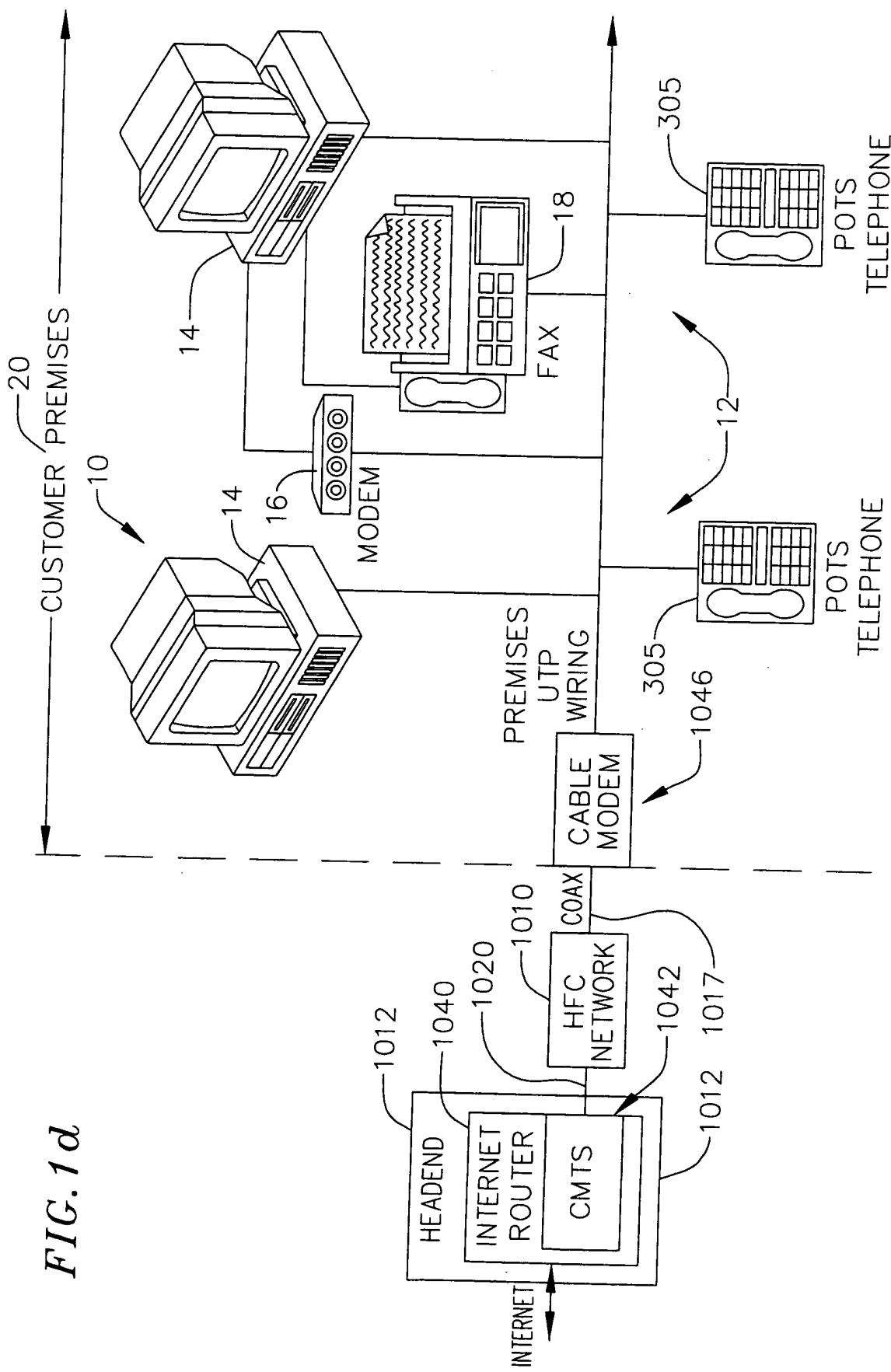
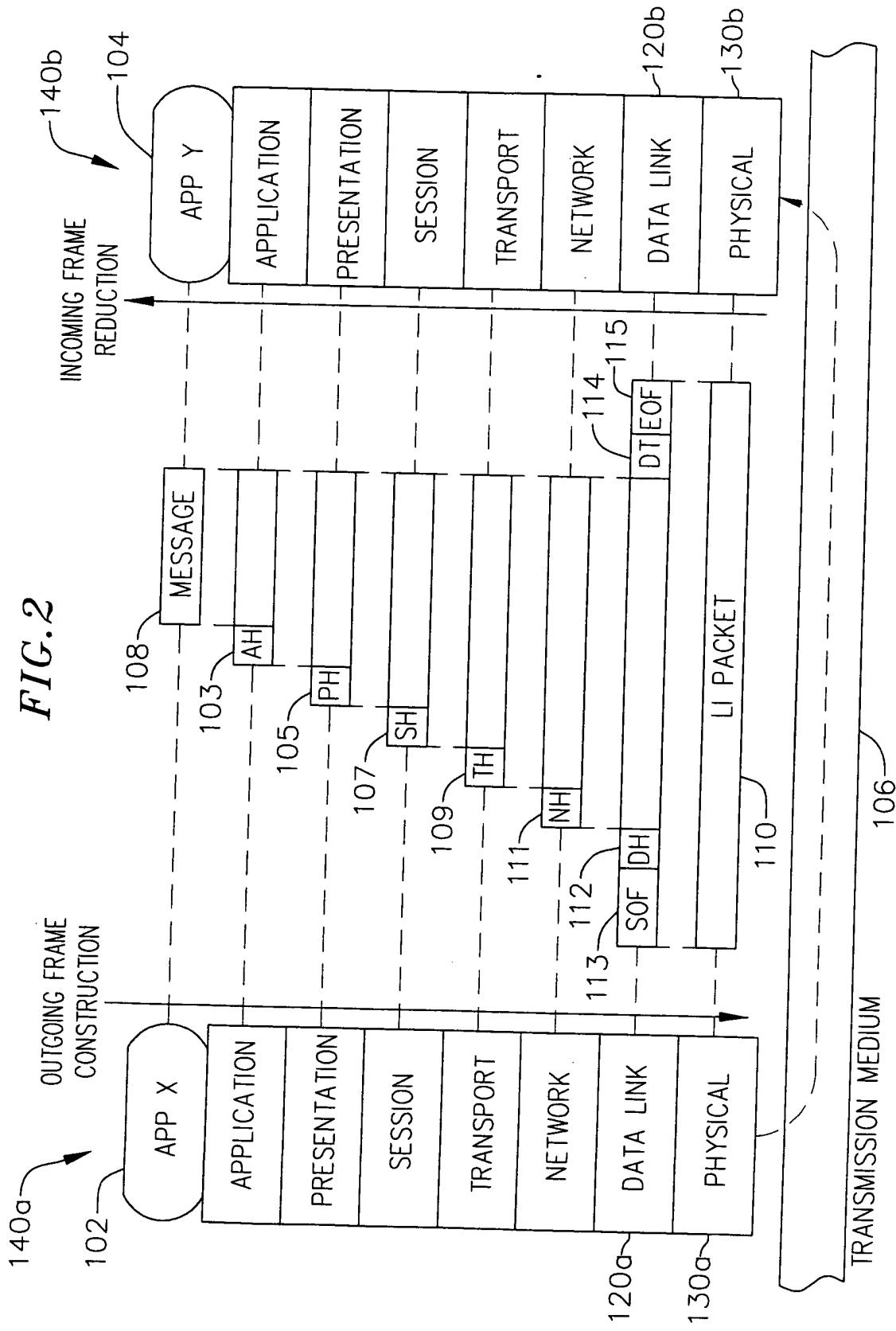


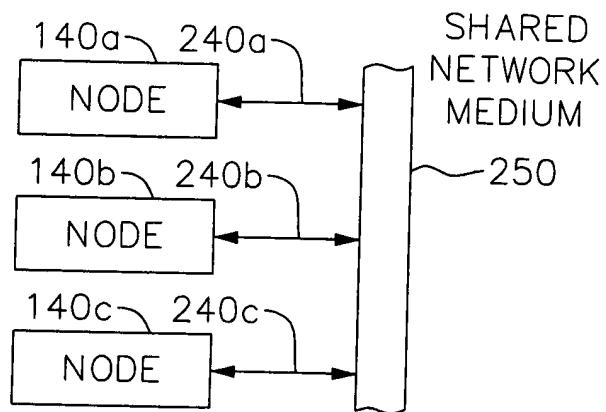
*FIG. 1c*







*FIG.3a*



*FIG.3b*

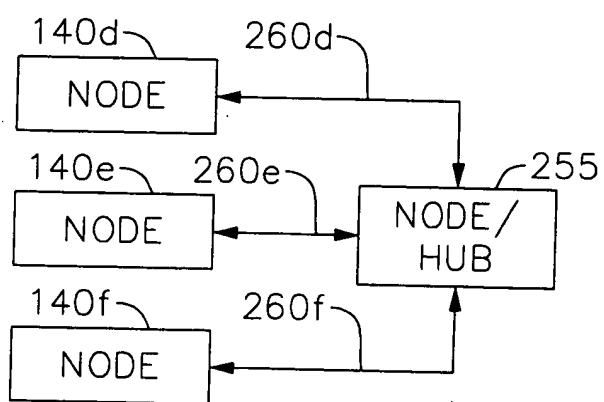


FIG. 4a

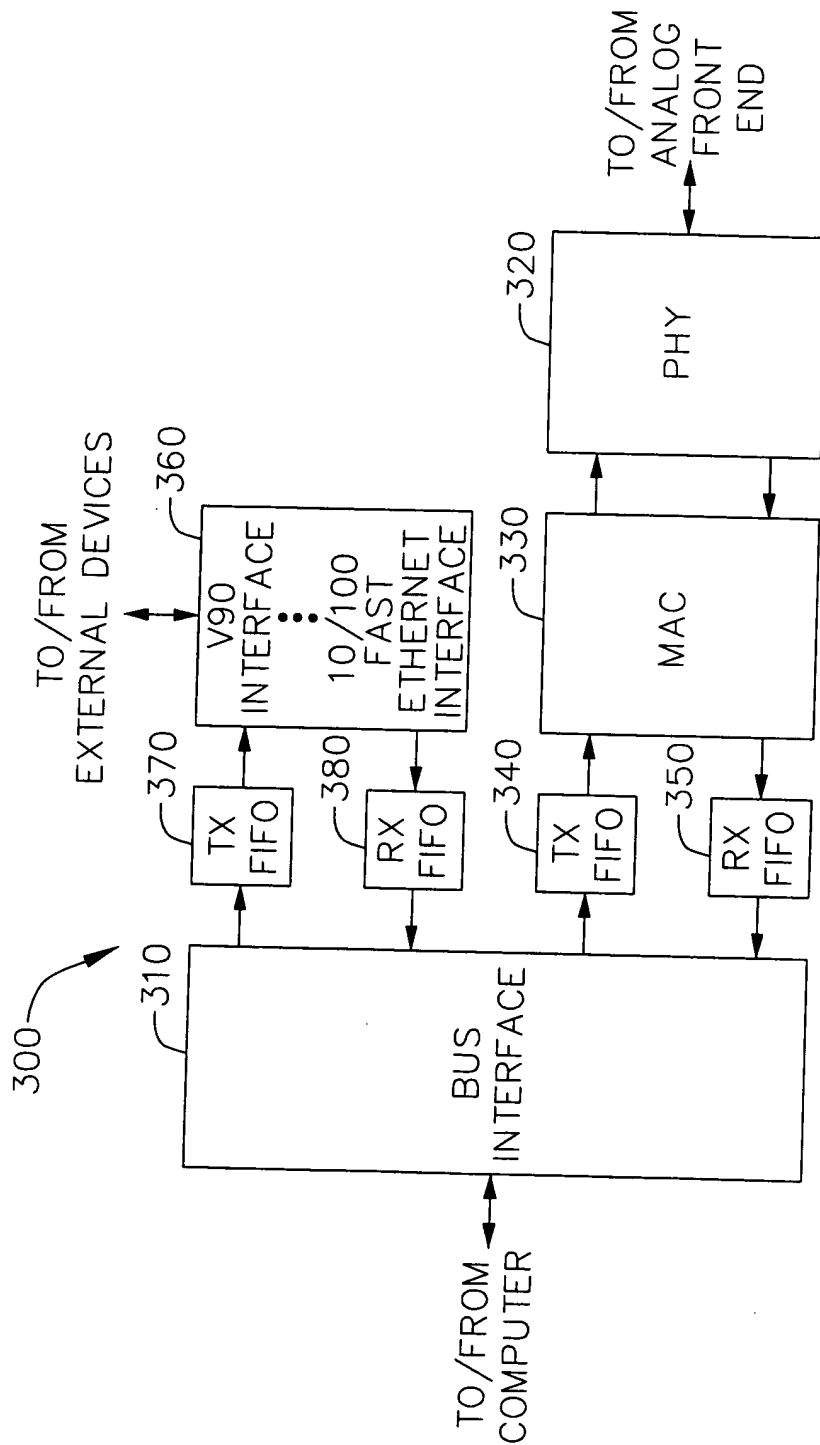
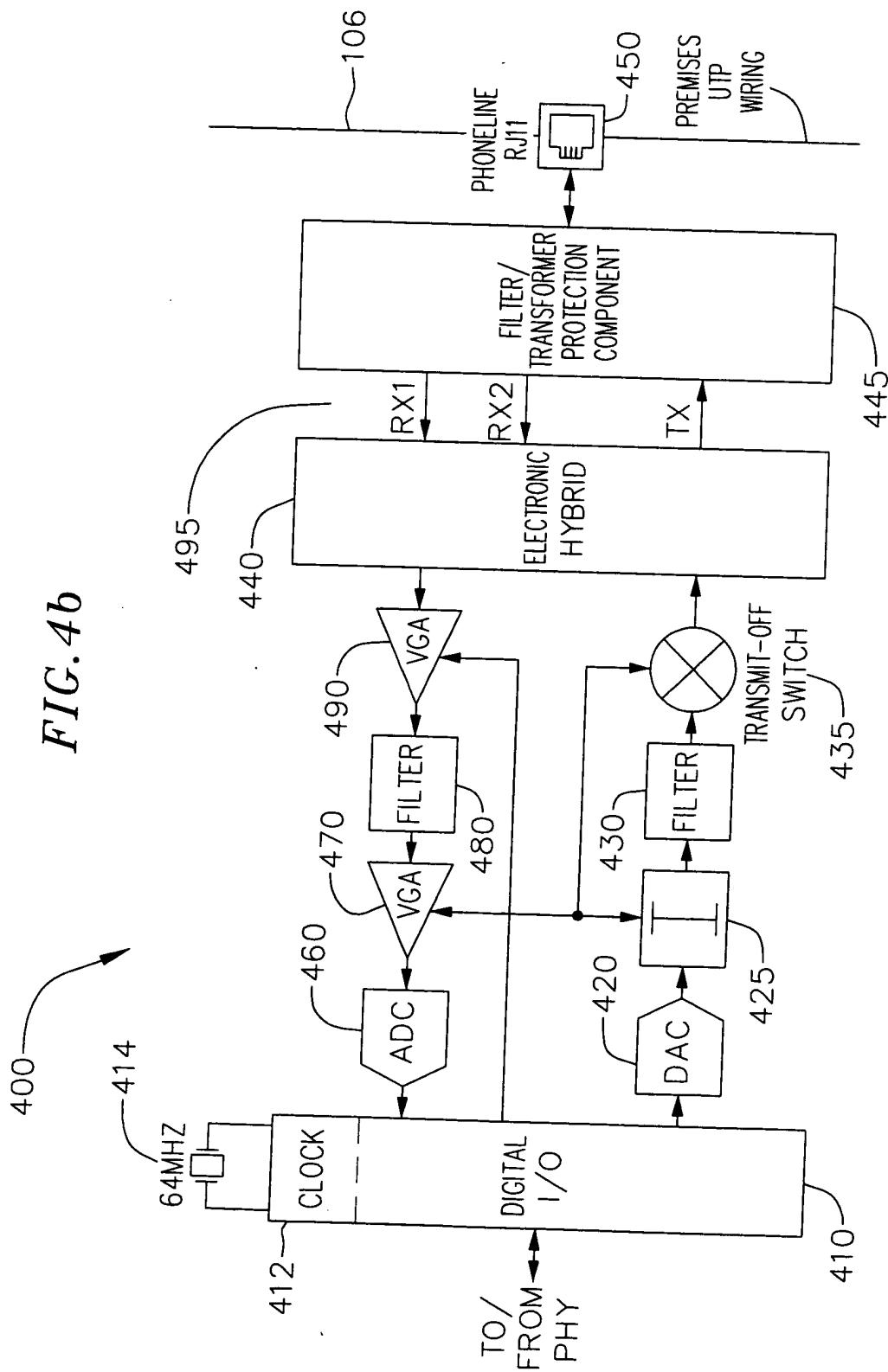


FIG. 4b



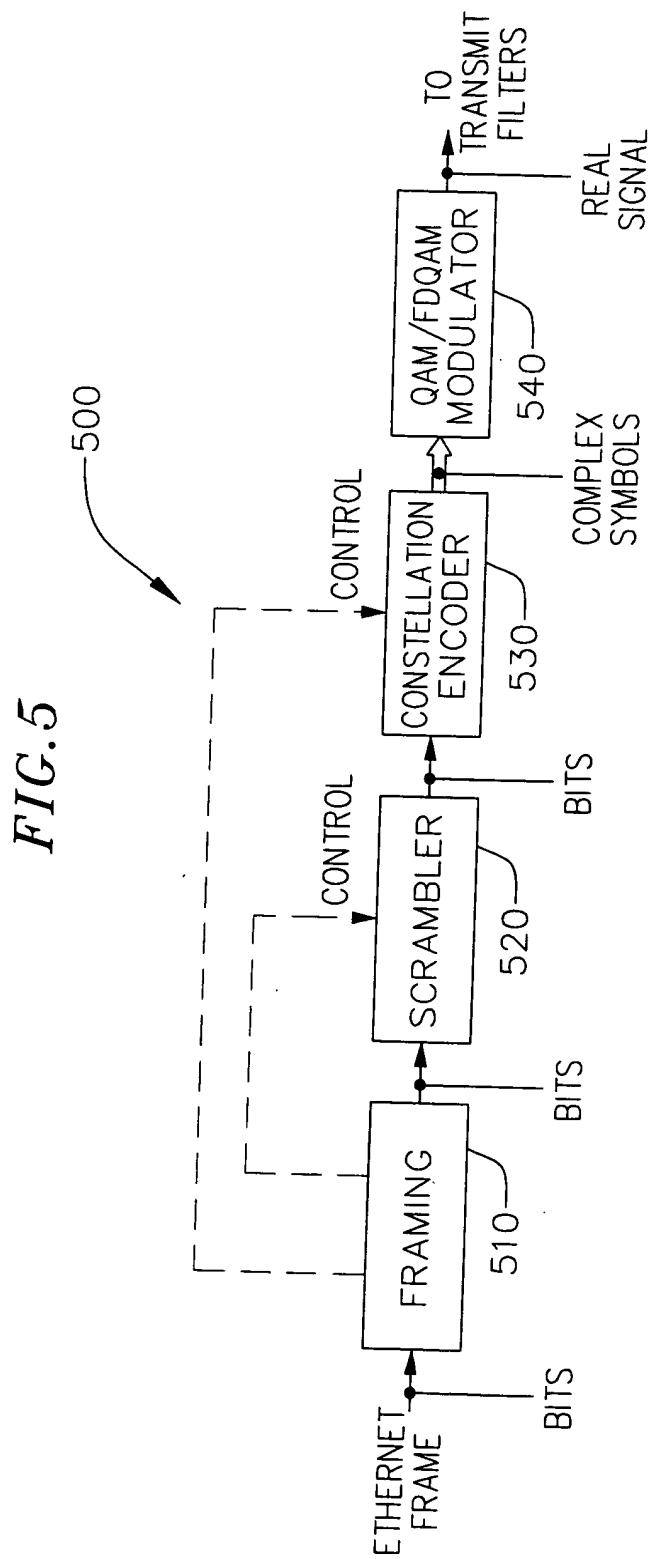


FIG. 6

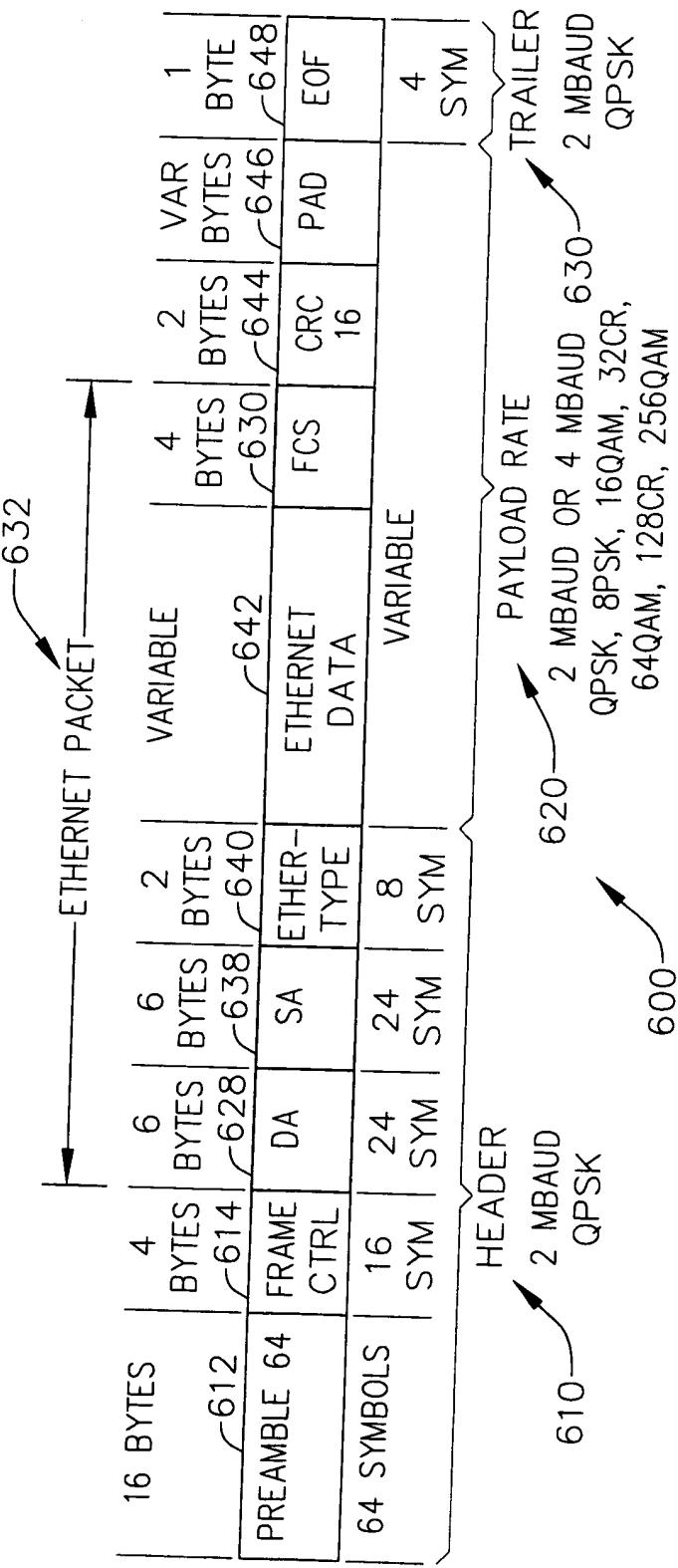
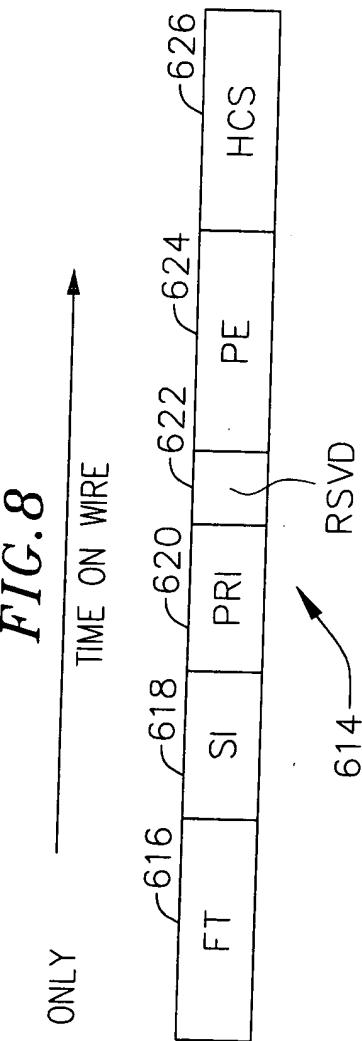


FIG. 8



= 4 MBAUD ONLY

*FIG. 7*

FIELD	BIT NUMBER	BITS	DESCRIPTION
FT	31:24	8	FRAME TYPE. THIS FIELD SHALL BE SET TO ZERO BY THE TRANSMITTER. THE RECEIVER SHALL DECODE THIS FIELD AND DISCARD THE FRAME IF IT'S ANYTHING OTHER THAN ZERO.
RSVD	23	1	RESERVED. THIS FIELD SHALL BE SET TO ZERO BY THE TRANSMITTER, AND THE RECEIVER SHALL IGNORE IT.
PRI	22:20	3	PRIORITY (0-7)
SI	19:16	4	SCRAMBLER INITIALIZATION
PE	15:8	8	PAYLOAD ENCODING
HCS	7:0	8	HEADER CHECK SEQUENCE

*FIG. 9*

VALUE	INTERPRETATION
0	RESERVED ON TRANSMIT, DISCARD FRAME ON RECEIVE
1	BAUD RATE=2 MHz, 2 BITS PER BAUD
2	BAUD RATE=2 MHz, 3 BITS PER BAUD
3	BAUD RATE=2 MHz, 4 BITS PER BAUD
4	BAUD RATE=2 MHz, 5 BITS PER BAUD
5	BAUD RATE=2 MHz, 6 BITS PER BAUD
6	BAUD RATE=2 MHz, 7 BITS PER BAUD
7	BAUD RATE=2 MHz, 8 BITS PER BAUD
8	RESERVED ON TRANSMIT, DISCARD FRAME ON RECEIVE
9	BAUD RATE=4 MHz, 2 BITS PER BAUD
10	BAUD RATE=4 MHz, 3 BITS PER BAUD
11	BAUD RATE=4 MHz, 4 BITS PER BAUD
12	BAUD RATE=4 MHz, 5 BITS PER BAUD
13	BAUD RATE=4 MHz, 6 BITS PER BAUD
14	BAUD RATE=4 MHz, 7 BITS PER BAUD
15	BAUD RATE=4 MHz, 8 BITS PER BAUD
16-256	RESERVED ON TRANSMIT, DISCARD FRAME ON RECEIVE

FIG. 10

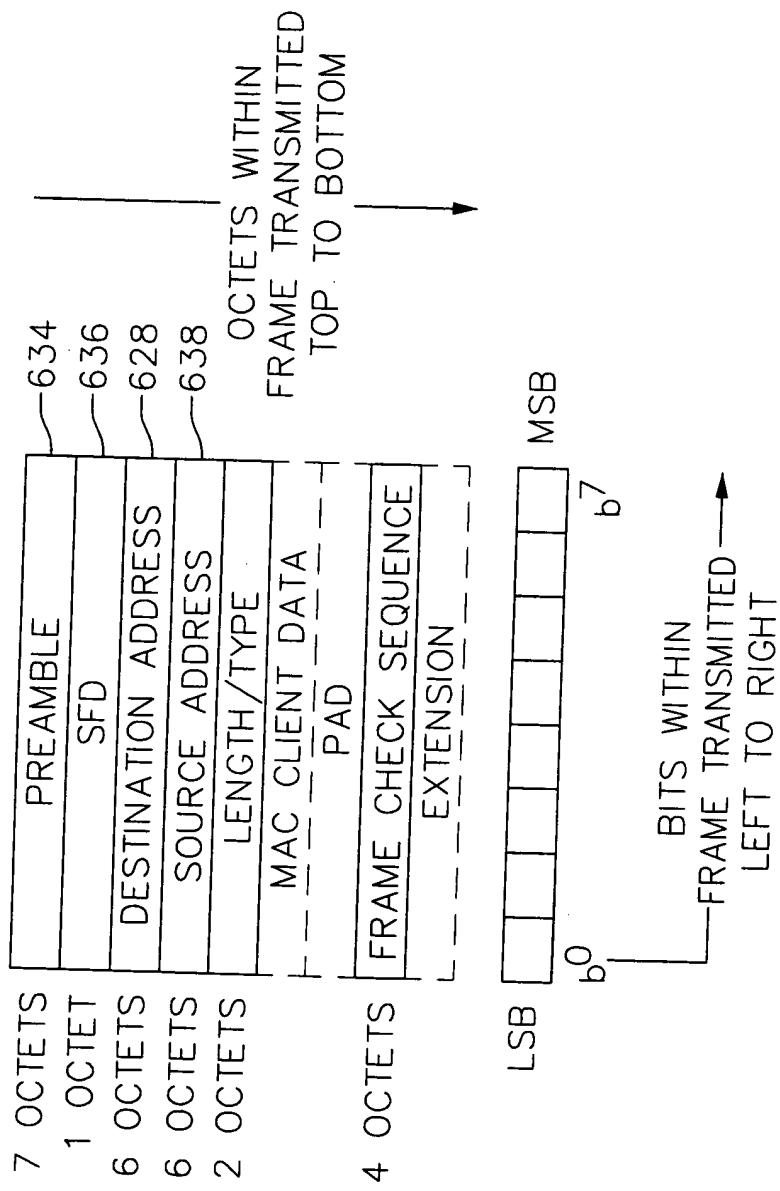
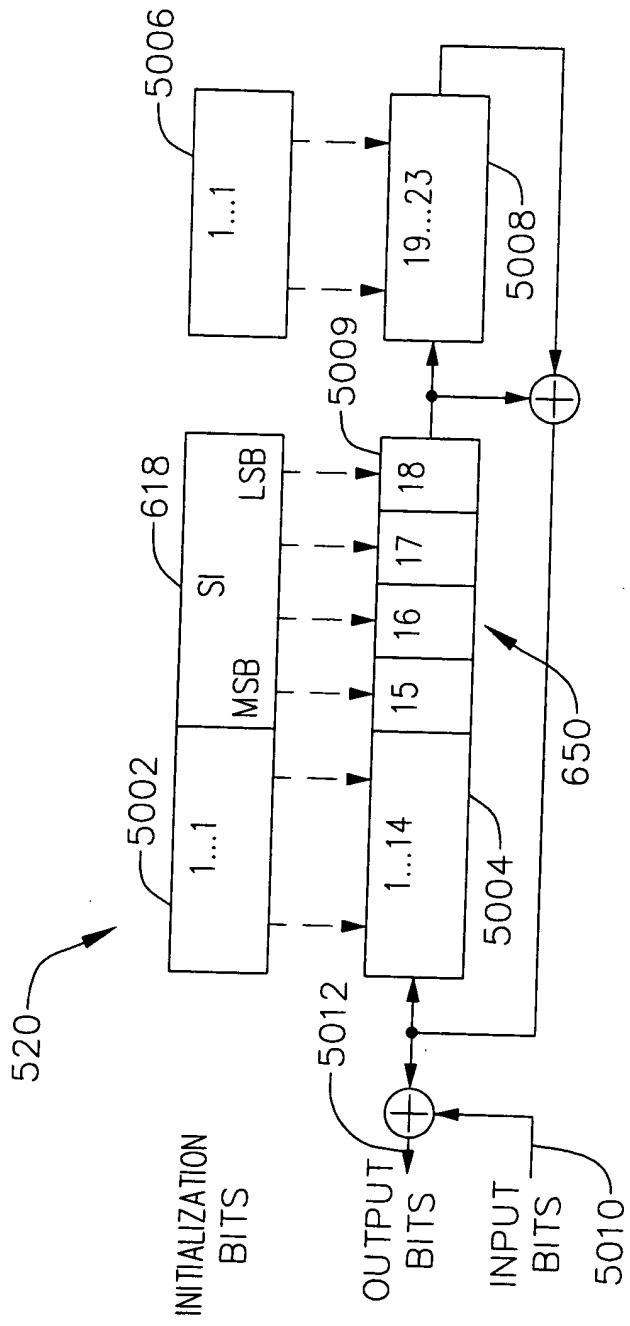
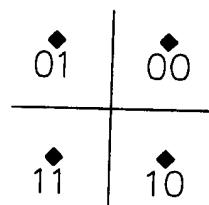


FIG. 11

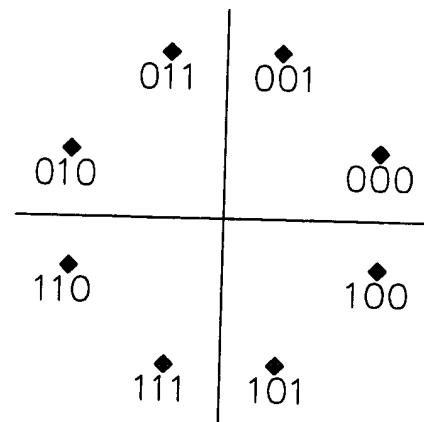


*FIG. 12a*

2 BITS PER BAUD

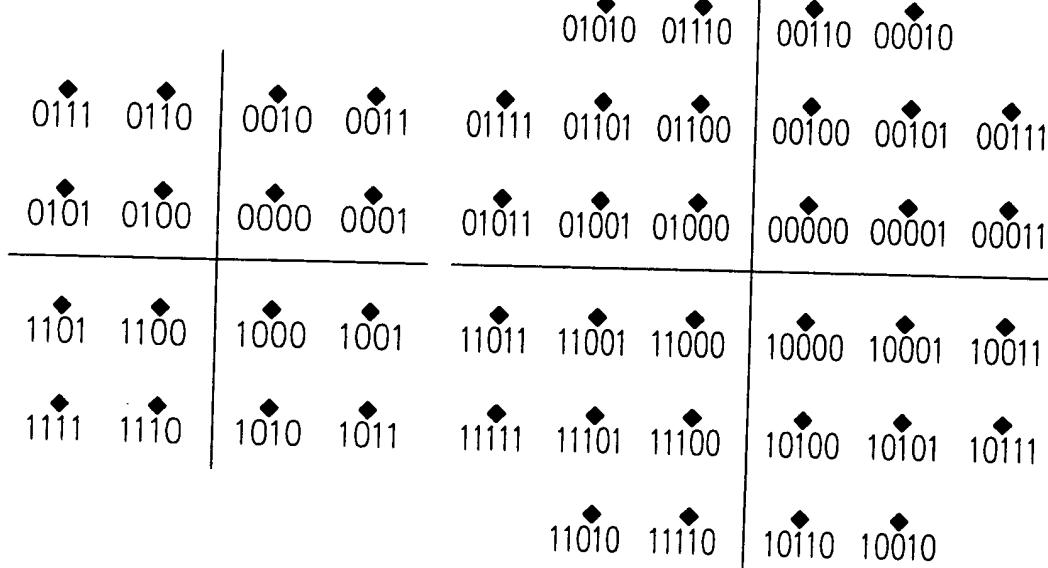


*FIG. 12b*  
 3 BITS PER BAUD



*FIG. 12c*

4 BITS PER BAUD



*FIG. 12d*

5 BITS PER BAUD

*FIG. 12e*  
6 BITS PER BAUD

◆ 011010	◆ 011011	◆ 011001	◆ 011000	◆ 001000	◆ 001001	◆ 001011	◆ 001010
◆ 011110	◆ 011111	◆ 011101	◆ 011100	◆ 001100	◆ 001101	◆ 001111	◆ 001110
◆ 010110	◆ 010111	◆ 010101	◆ 010100	◆ 000100	◆ 000101	◆ 000111	◆ 000110
◆ 010010	◆ 010011	◆ 010001	◆ 010000	◆ 000000	◆ 000001	◆ 000011	◆ 000010
◆ 110010	◆ 110011	◆ 110001	◆ 110000	◆ 100000	◆ 100001	◆ 100011	◆ 100010
◆ 110110	◆ 110111	◆ 110101	◆ 110100	◆ 100100	◆ 100101	◆ 100111	◆ 100110
◆ 111110	◆ 111111	◆ 111101	◆ 111100	◆ 101100	◆ 101101	◆ 101111	◆ 101110
◆ 111010	◆ 111011	◆ 111001	◆ 111000	◆ 101000	◆ 101001	◆ 101011	◆ 101010

*FIG. 12f*

7 BITS PER BAUD

◆ 0101100	◆ 0101101	◆ 0111101	◆ 0111100	◆ 0011100	◆ 0011101	◆ 0001101	◆ 0001100
◆ 0100100	◆ 0100101	◆ 0110101	◆ 0110100	◆ 0010100	◆ 0010101	◆ 0000101	◆ 0000100
◆ 0110111	◆ 0110110	◆ 0110010	◆ 0110001	◆ 0110000	◆ 0010000	◆ 0010001	◆ 0010001
◆ 0111111	◆ 0111110	◆ 0111010	◆ 0111001	◆ 0111000	◆ 0011000	◆ 0011001	◆ 0011001
◆ 0101111	◆ 0101110	◆ 0101010	◆ 0101001	◆ 0101000	◆ 0001000	◆ 0001001	◆ 0001001
◆ 0100111	◆ 0100110	◆ 0100010	◆ 0100001	◆ 0100000	◆ 0000000	◆ 0000001	◆ 0000001
◆ 1100111	◆ 1100110	◆ 1100010	◆ 1100001	◆ 1100000	◆ 1000000	◆ 1000001	◆ 1000001
◆ 1101111	◆ 1101110	◆ 1101010	◆ 1101001	◆ 1101000	◆ 1001000	◆ 1001001	◆ 1001001
◆ 1111111	◆ 1111110	◆ 1111010	◆ 1111001	◆ 1111000	◆ 1011000	◆ 1011001	◆ 1011001
◆ 1110111	◆ 1110110	◆ 1110010	◆ 1110001	◆ 1110000	◆ 1010000	◆ 1010001	◆ 1010001
	◆ 1100100	◆ 1100101	◆ 1110101	◆ 1110100	◆ 1010100	◆ 1010101	◆ 1000100
	◆ 1101100	◆ 1101101	◆ 1111101	◆ 1111100	◆ 1011100	◆ 1011101	◆ 1001100

**FIG. 12g**

8 BITS PER BAUD

◆ 01100100 01100101 01100111 01100110 01100010 01100011 01100001 01100000	◆ 00100000 00100001 00100011 00100010 00100110 00100111 00100101 00100100
◆ 01101100 01101101 01101111 01101110 01101010 01101011 01101001 01101000	◆ 00101000 00101001 00101010 00101011 00101100 00101110 00101101 00101100
◆ 01111100 01111101 01111111 01111110 01111010 01111011 01111001 01111000	◆ 00111000 00111001 00111010 00111011 00111100 00111111 00111101 00111100
◆ 01110100 01110101 01110111 01110110 01110010 01110011 01110001 01110000	◆ 00110000 00110001 00110010 00110011 00110100 00110111 00110101 00110100
◆ 01010100 01010101 01010111 01010110 01010010 01010011 01010001 01010000	◆ 00010000 00010001 00010011 00010010 00010010 00010011 00010010 00010010
◆ 01011100 01011101 01011111 01011110 01011010 01011011 01011001 01011000	◆ 00011000 00011001 00011011 00011010 00011100 00011111 00011101 00011100
◆ 01001100 01001101 01001111 01001110 01001010 01001011 01001001 01001000	◆ 00001000 00001001 00001011 00001010 00001100 00001111 00001101 00001100
◆ 01000100 01000101 01000111 01000110 01000010 01000011 01000001 01000000	◆ 00000000 00000001 00000001 00000000 00000001 00000001 00000001 00000000
◆ 11000100 11000101 11000111 11000110 11000010 11000011 11000001 11000000	◆ 10000000 10000001 10000001 10000000 10000001 10000001 10000001 10000000
◆ 11001100 11001101 11001111 11001110 11001010 11001011 11001001 11001000	◆ 10001000 10001001 10001001 10001000 10001001 10001001 10001001 10001000
◆ 11011100 11011101 11011111 11011110 11011010 11011011 11011001 11011000	◆ 10011000 10011001 10011001 10011000 10011001 10011001 10011001 10011000
◆ 11010100 11010101 11010111 11010110 11010010 11010011 11010001 11010000	◆ 10010000 10010001 10010011 10010010 10010010 10010011 10010011 10010010
◆ 11110100 11110101 11110111 11110110 11110010 11110011 11110001 11110000	◆ 10110000 10110001 10110011 10110010 10110010 10110011 10110011 10110010
◆ 11111100 11111101 11111111 11111110 11111010 11111011 11111001 11111000	◆ 10111000 10111001 10111011 10111010 10111010 10111011 10111011 10111010
◆ 11101100 11101101 11101111 11101110 11101010 11101011 11101001 11101000	◆ 10101000 10101001 10101011 10101010 10101010 10101011 10101011 10101010
◆ 11100100 11100101 11100111 11100110 11100010 11100011 11100001 11100000	◆ 10100000 10100001 10100011 10100010 10100010 10100011 10100011 10100010

*FIG. 13*

BITS PER BAUD	REFERENCE POINT(S)	VALUE
2	00	$1+i$
3	000 001	$(12+5i)/9$ $(5+12i)/9$
4	0000	$(1+i)/3$
5	00000	$(1+i)/4$
6	000000	$(1+i)/7$
7	0000000	$(1+i)/9$
8	00000000	$(1+i)/15$

*FIG. 14*

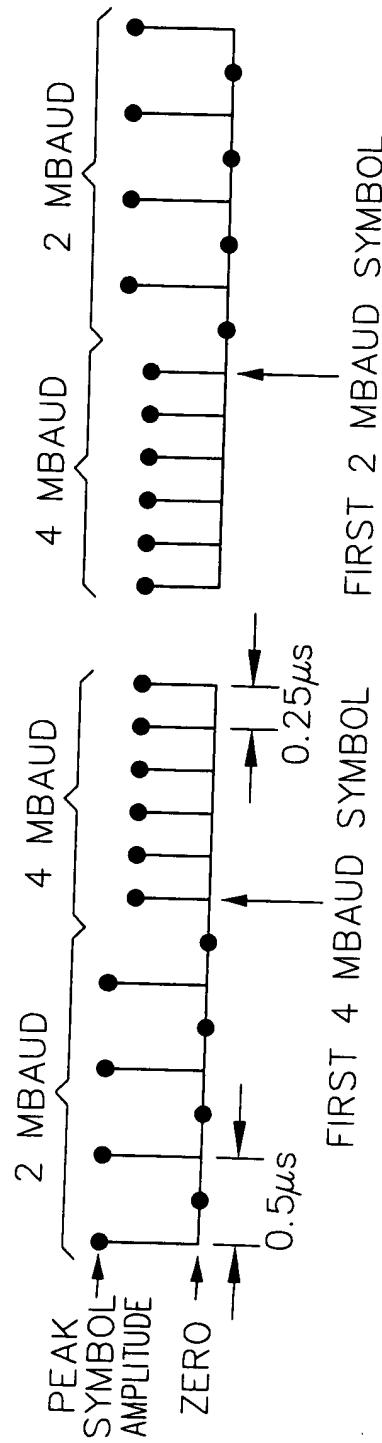
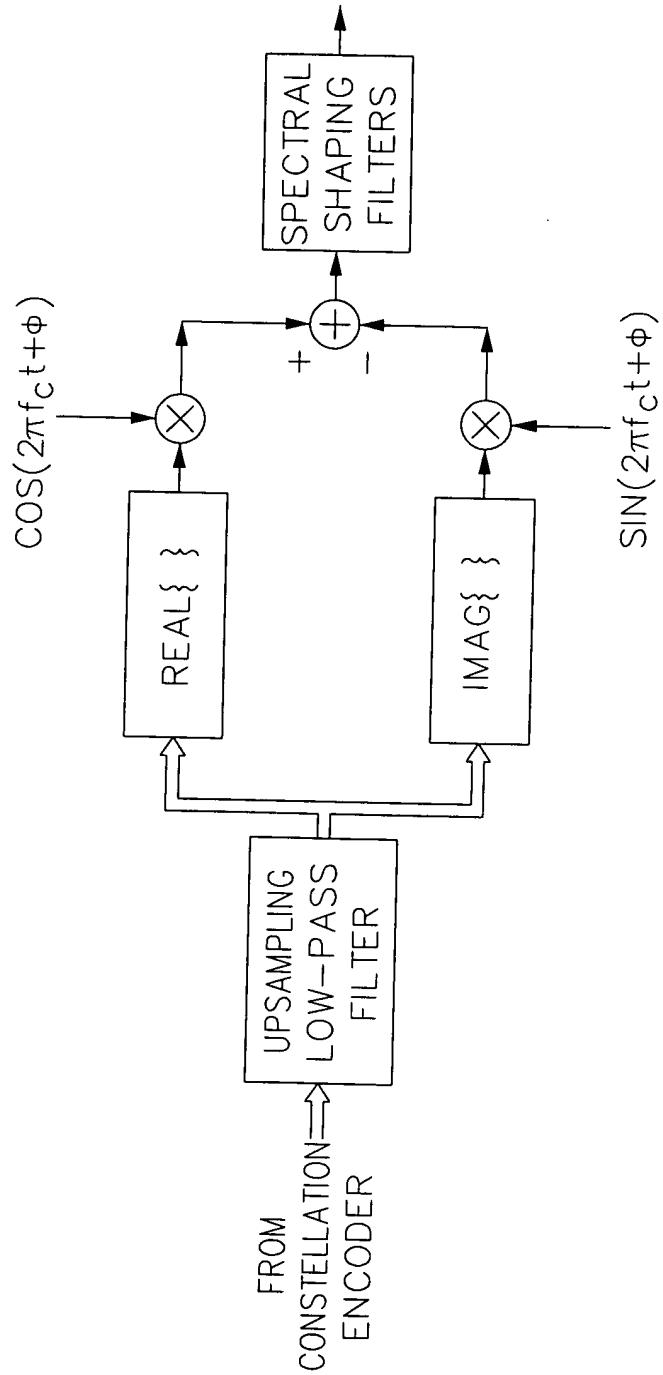


FIG. 15



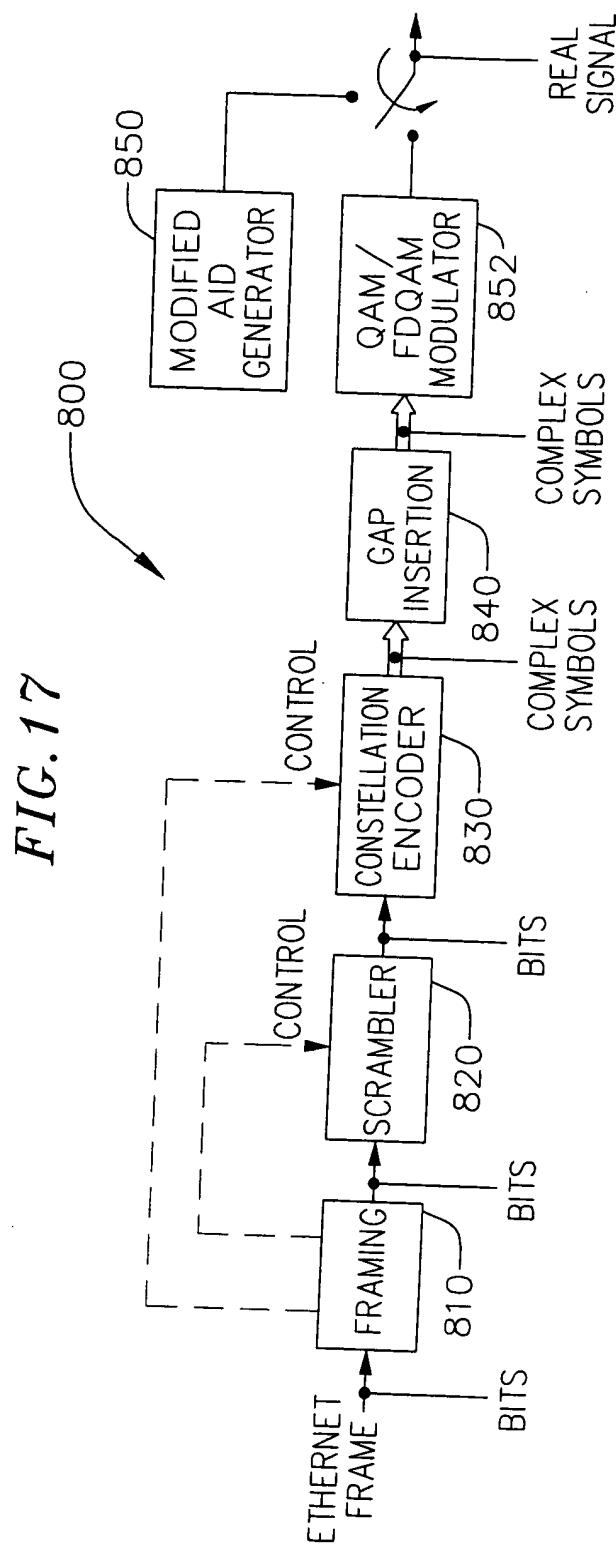
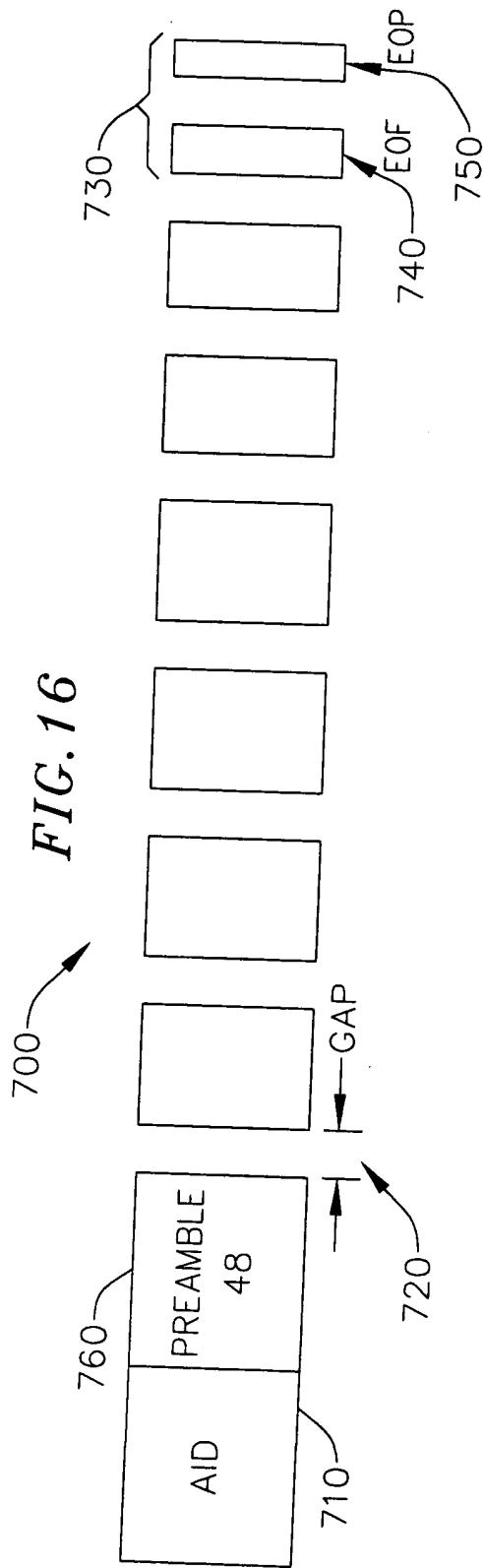


FIG. 18

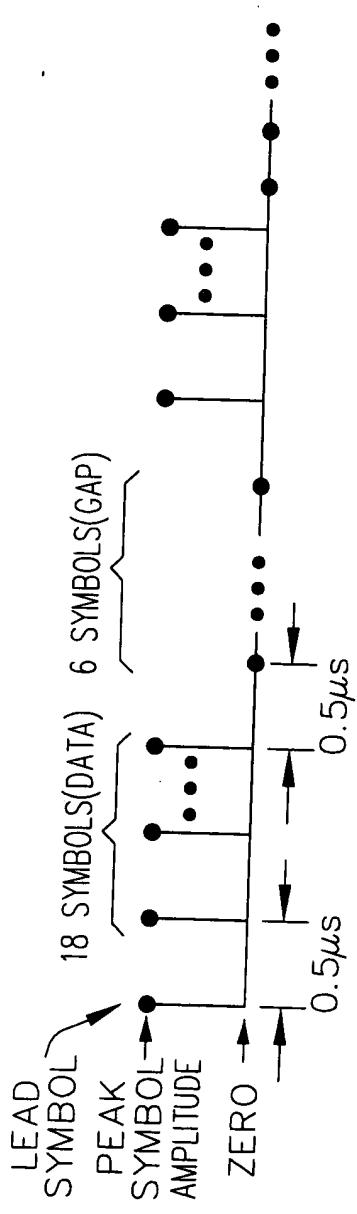
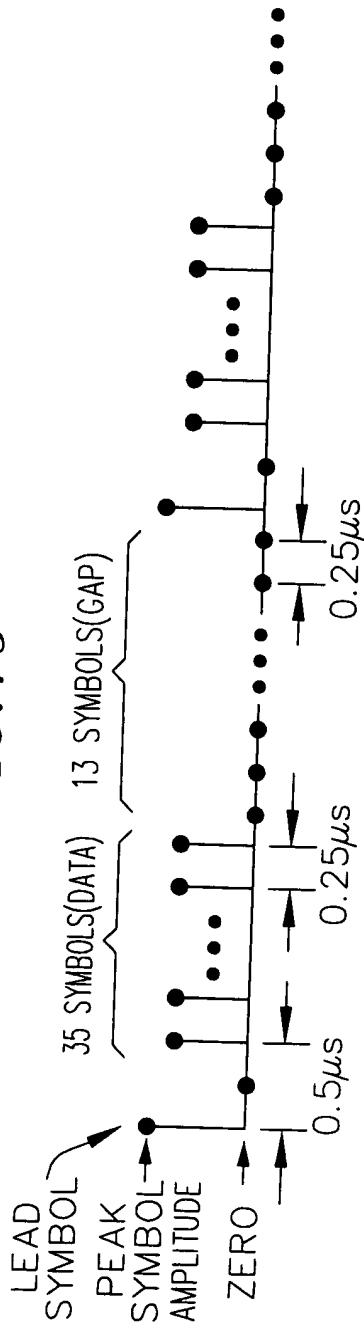


FIG. 19



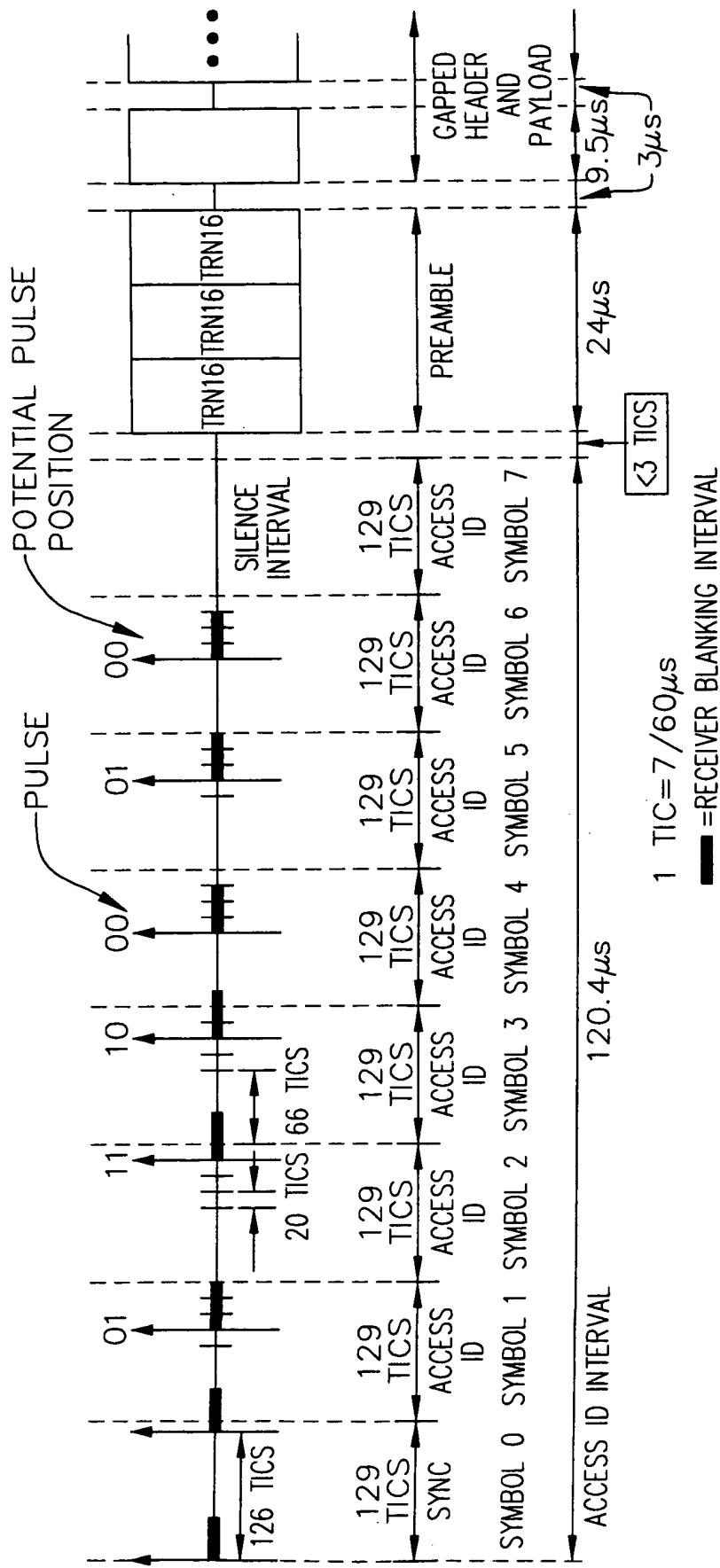
*FIG. 20*

M MODULO 2	P MODULO 2	EOF/EOP SEQUENCE
0	0	<ul style="list-style-type: none"><li>• 4 SYMBOLS, DEFINED BY THE BITS 0xfc</li><li>• 12 ZERO SYMBOLS</li><li>• 1 SYMBOL, DEFINED BY THE BITS 00</li></ul>
0	1	<ul style="list-style-type: none"><li>• 4 SYMBOLS, DEFINED BY THE BITS 0x03</li><li>• 12 ZERO SYMBOLS</li><li>• 1 SYMBOL, DEFINED BY THE BITS 11</li></ul>
1	0	<ul style="list-style-type: none"><li>• 4 SYMBOLS, DEFINED BY THE BITS 0x03</li><li>• 12 ZERO SYMBOLS</li><li>• 1 SYMBOL, DEFINED BY THE BITS 11</li></ul>
1	1	<ul style="list-style-type: none"><li>• 4 SYMBOLS, DEFINED BY THE BITS 0xfc</li><li>• 12 ZERO SYMBOLS</li><li>• 1 SYMBOL, DEFINED BY THE BITS 00</li></ul>

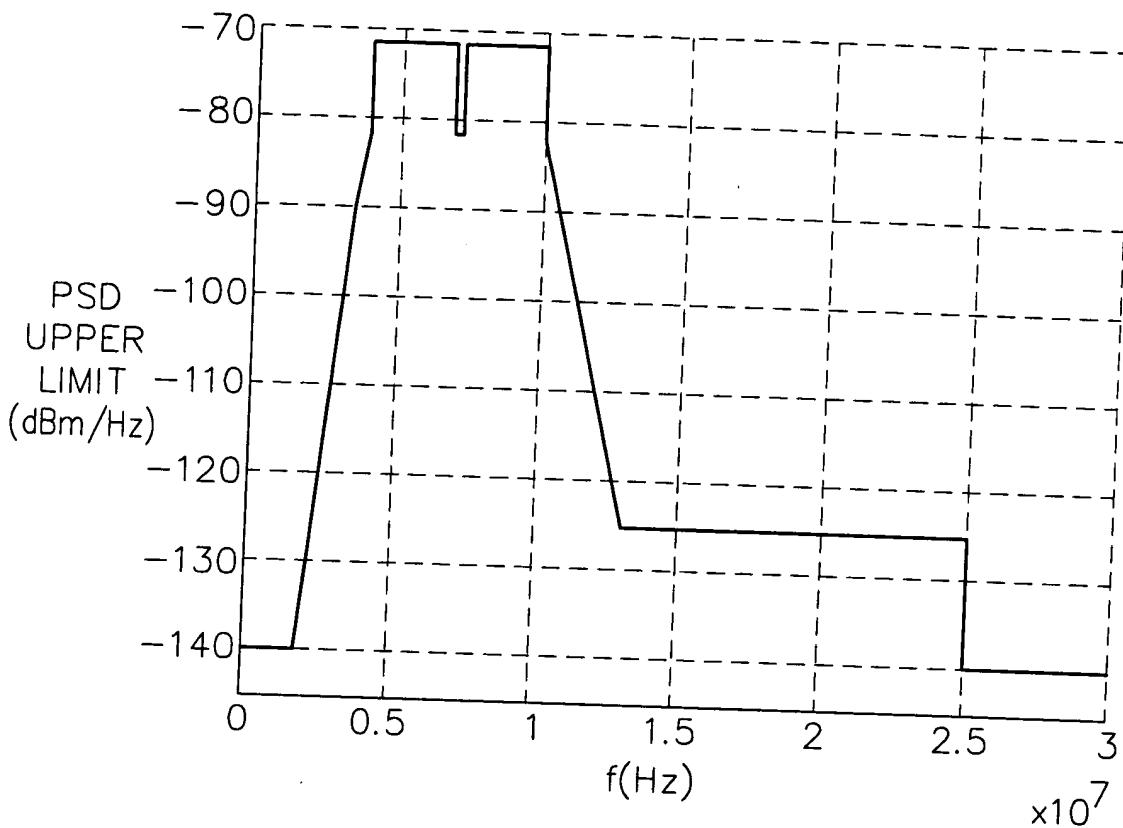
*FIG. 21*

M MODULO 2	P MODULO 4	EOF/EOP SEQUENCE
0	0	<ul style="list-style-type: none"> <li>• 4 SYMBOLS, DEFINED BY THE BITS 0xfc</li> <li>• 12 ZERO SYMBOLS</li> <li>• 1 SYMBOL, DEFINED BY THE BITS 00</li> </ul>
0	1	<ul style="list-style-type: none"> <li>• 4 SYMBOLS, DEFINED BY THE BITS 0x56</li> <li>• 12 ZERO SYMBOLS</li> <li>• 1 SYMBOL, DEFINED BY THE BITS 10</li> </ul>
0	2	<ul style="list-style-type: none"> <li>• 4 SYMBOLS, DEFINED BY THE BITS 0x03</li> <li>• 12 ZERO SYMBOLS</li> <li>• 1 SYMBOL, DEFINED BY THE BITS 11</li> </ul>
0	3	<ul style="list-style-type: none"> <li>• 4 SYMBOLS, DEFINED BY THE BITS 0xa9</li> <li>• 12 ZERO SYMBOLS</li> <li>• 1 SYMBOL, DEFINED BY THE BITS 01</li> </ul>
1	0	<ul style="list-style-type: none"> <li>• 4 SYMBOLS, DEFINED BY THE BITS 0x03</li> <li>• 12 ZERO SYMBOLS</li> <li>• 1 SYMBOL, DEFINED BY THE BITS 11</li> </ul>
1	1	<ul style="list-style-type: none"> <li>• 4 SYMBOLS, DEFINED BY THE BITS 0xa9</li> <li>• 12 ZERO SYMBOLS</li> <li>• 1 SYMBOL, DEFINED BY THE BITS 01</li> </ul>
1	2	<ul style="list-style-type: none"> <li>• 4 SYMBOLS, DEFINED BY THE BITS 0xfc</li> <li>• 12 ZERO SYMBOLS</li> <li>• 1 SYMBOL, DEFINED BY THE BITS 00</li> </ul>
1	3	<ul style="list-style-type: none"> <li>• 4 SYMBOLS, DEFINED BY THE BITS 0x56</li> <li>• 12 ZERO SYMBOLS</li> <li>• 1 SYMBOL, DEFINED BY THE BITS 10</li> </ul>

*FIG. 22*



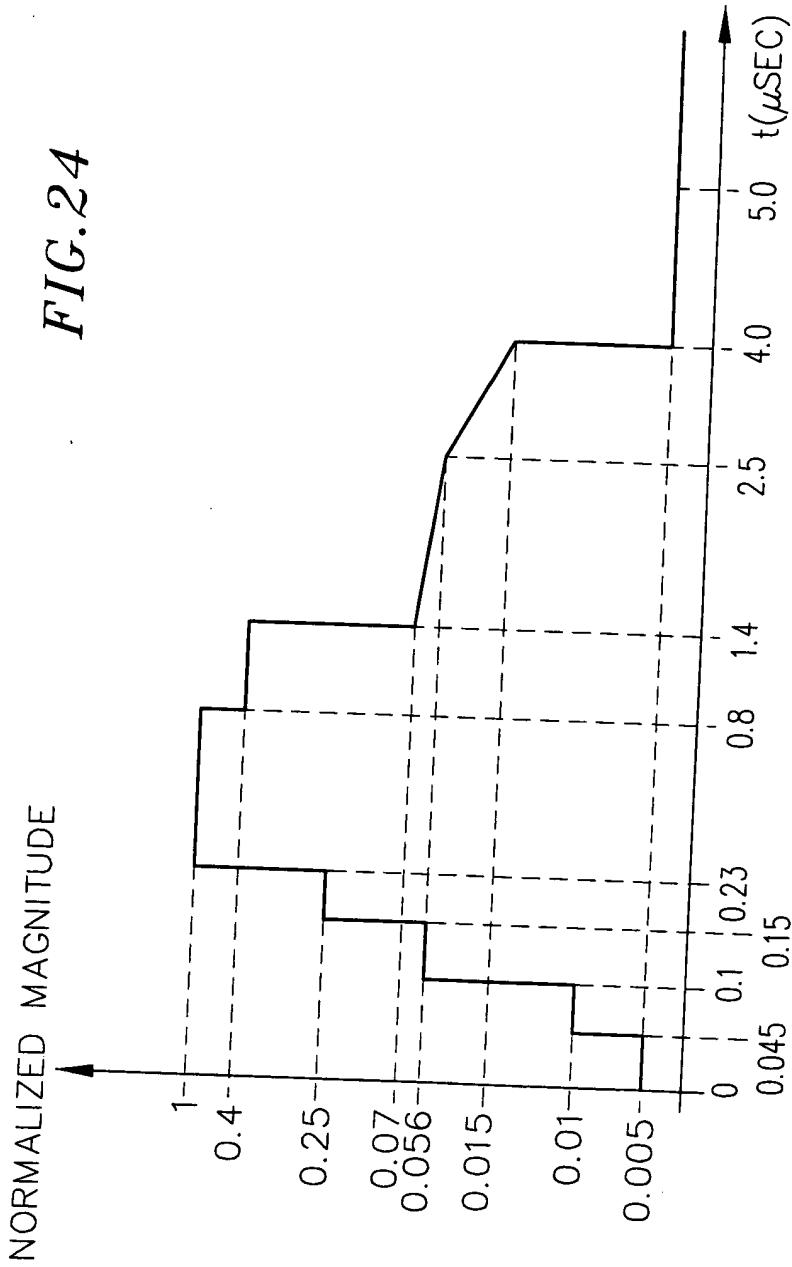
*FIG.23a*



*FIG.23b*

FREQUENCY(MHz)	PSD LIMIT(dBm/Hz)
0.015<f<=1.7	-140
1.7<f<=3.5	$-140 + (f - 1.7) * 50.0 / 1.8$
3.5<f<=4.0	$-90 + (f - 3.5) * 17.0$
4.0<f<7.0	-71.5
7.0<=f<=7.3	-81.5
7.3<f<10.0	-71.5
10.0<=f<13.0	$-81.5 - (f - 10.0) * 43.5 / 3.0$
13.0<=f<25.0	-125
25.0<=f<30.0	-140

FIG. 24



**FIG.25**

FREQUENCY RANGE(MHz)	MAXIMUM PEAK-TO-PEAK INTERFERER LEVEL(VOLTS)
0.01-0.1	6.0
0.1-0.6	3.3
0.6-1.7	1.0
1.7-4.0	0.1
7.0-7.3	0.1
10.0-10.15	0.1
14.0-14.35	0.28
18.068-18.168	0.5
21.0-21.45	0.5
24.89-24.99	0.5
28.0-29.7	0.5

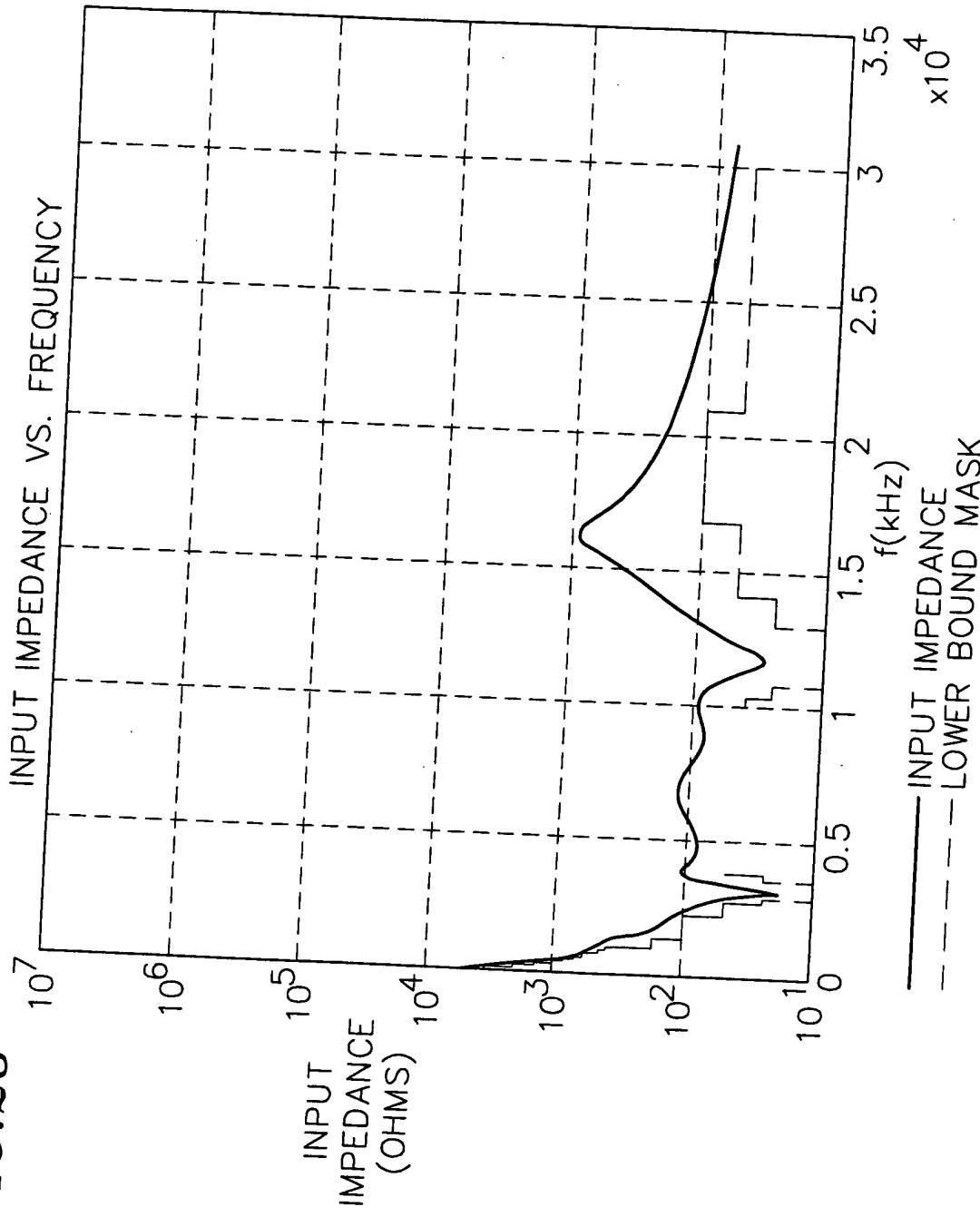
**FIG.26**

FREQUENCY RANGE(MHz)	MAXIMUM PEAK-TO-PEAK INTERFERER LEVEL(VOLTS)
0.01-0.1	20.0
0.1-0.6	20.0
0.6-1.7	10.0
1.7-4.0	2.5
7.0-7.3	2.5
10.0-10.15	2.5
14.0-14.35	5.0
18.068-18.168	5.0
21.0-21.45	5.0
24.89-24.99	5.0
28.0-29.7	5.0

*FIG.27*

FREQUENCY RANGE(kHz)	MIN.IMPEDANCE(OHMS)
0<f<=0.285	1 M
0.285<f<=2.85	100 k
2.85<f<=28.5	10 k
28.5<f<=95	4.0 k
95<f<=190	2.0 k
190<f<=285	1.4 k
285<f<=380	1.0 k
380<f<=475	850
475<f<=570	700
570<f<=665	600
665<f<=760	525
760<f<=855	450
855<f<=950	400
950<f<=1000	350
1000<f<=1400	175
1400<f<=2300	100
2300<f<=2850	50
2850<f<=3085	25
3085<f<=3725	10
3725<f<=3935	25
3935<f<=4000	50
10000<f<=10450	40
10450<f<=10925	25
10925<f<=13125	10
13125<f<=14175	25
14175<f<=16800	50
16800<f<=21000	100
21000<f<=30000	50

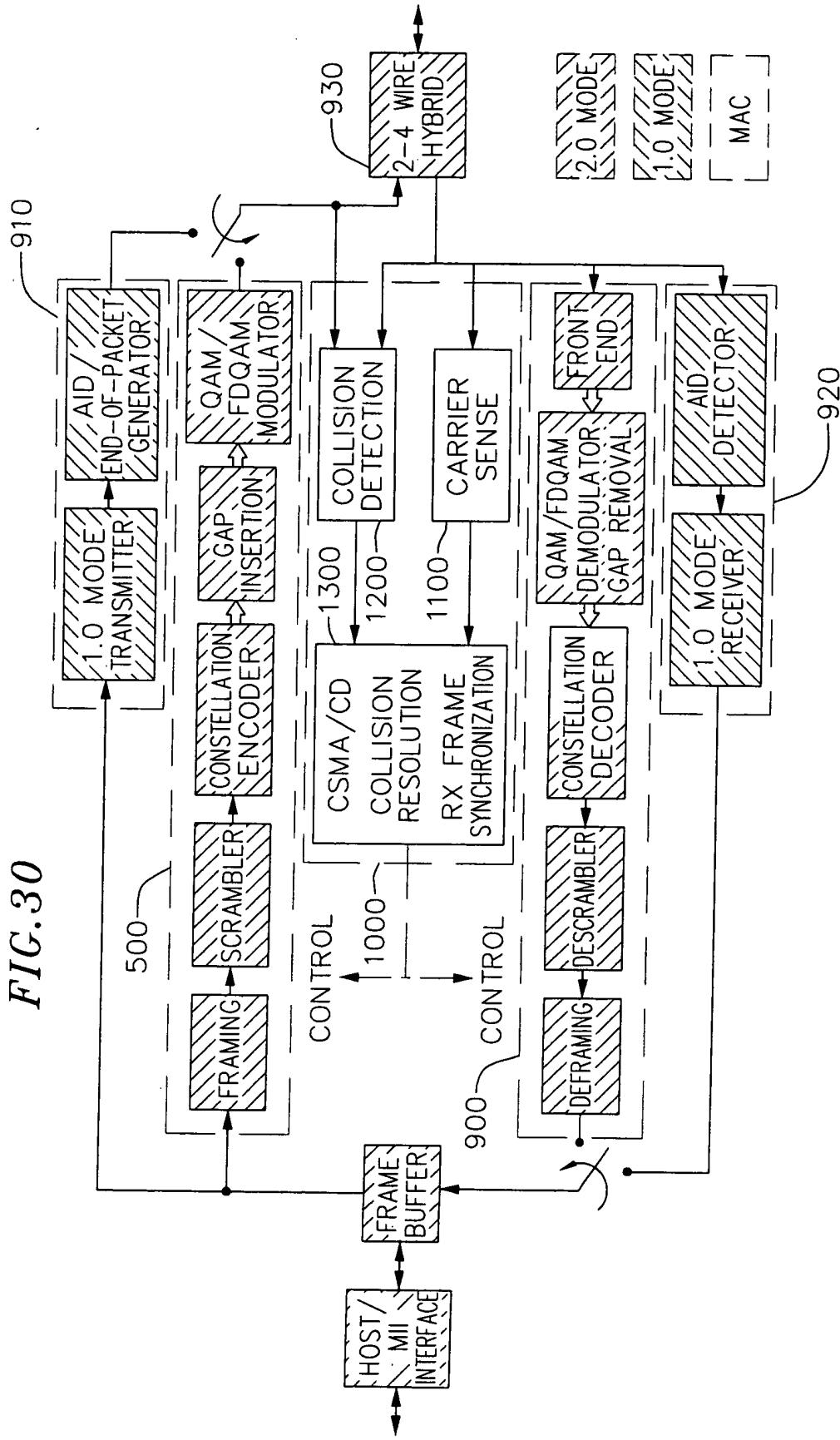
FIG. 28



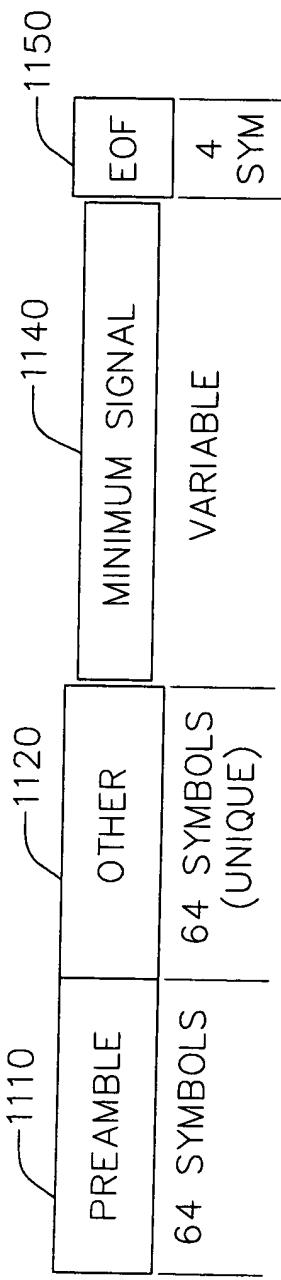
*FIG. 29*

OSI	IEEE	FUNCTION
DATA LINK	-	LINK LAYER SIGNALING(DRIVER) a) RATE ADAPTATION, QoS AND 1M8 COMPATIBILITY b) LARQ ERROR RECOVERY c) LINK INTEGRITY AND CAPABILITY DISCOVERY
MAC CONTROLLER LAYER		MAC CONTROLLER LAYER FUNCTIONS a) HOST INTERFACE b) CONTROL AND STATUS REGISTERS, INTERRUPTS c) DMA TRANSFERS, DATA BUFFERING AND COMMAND LIST INTERPRETATION d) PERFORMANCE COUNTERS e) MAC ADDRESS FILTERING, WAKE-ON-LAN PROCESSING
MII		OPTIONAL MII INTERFACE (IN PHY-ONLY)
LLC-LOGICAL LINK CONTROL		OPTIONAL LINK LAYER SIGNALING (IN PHY-ONLY) a) RATE ADAPTATION, QoS AND 1M8 COMPATIBILITY b) LINK INTEGRITY AND CAPABILITY DISCOVERY
V2 MAC		FRAME PROCESSING (TRANSMIT AND RECEIVE) a) FRAMING (FRAME BOUNDARY DELINEATION AND SYNCHRONIZATION) b) ERROR DETECTION (FCS GENERATION AND CHECK, FRAGMENT DETECTION)
PHY	PHY	MEDIA ACCESS CONTROL (MAC) a) CSMA/CD b) COLLISION RESOLUTION (BACKOFF ALGORITHM)
		PHYSICAL CODING SUBLAYER a) CODING AND MODULATION, CARRIER SENSE, COLLISION DETECTION

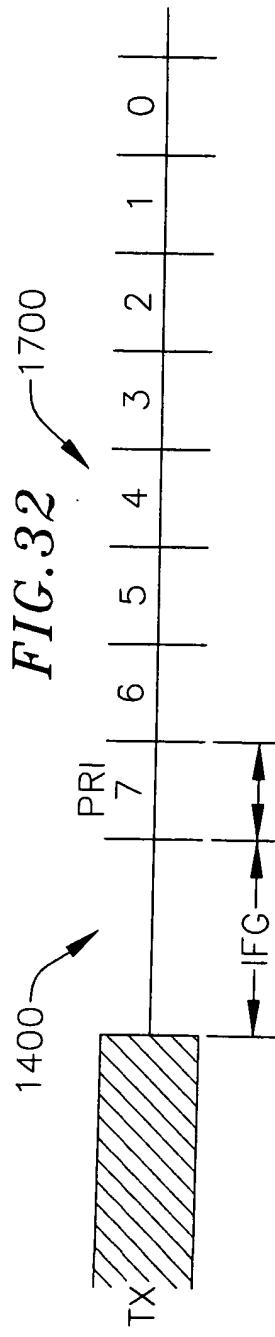
FIG. 30



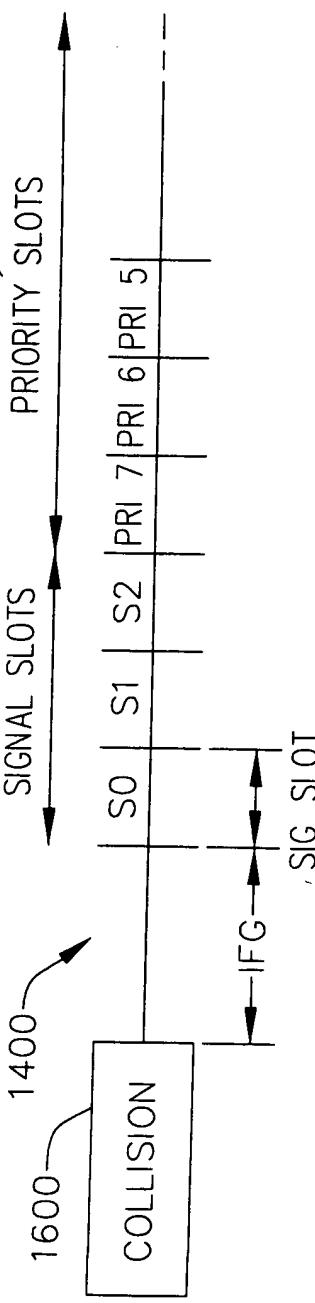
*FIG. 31*



*FIG. 32*

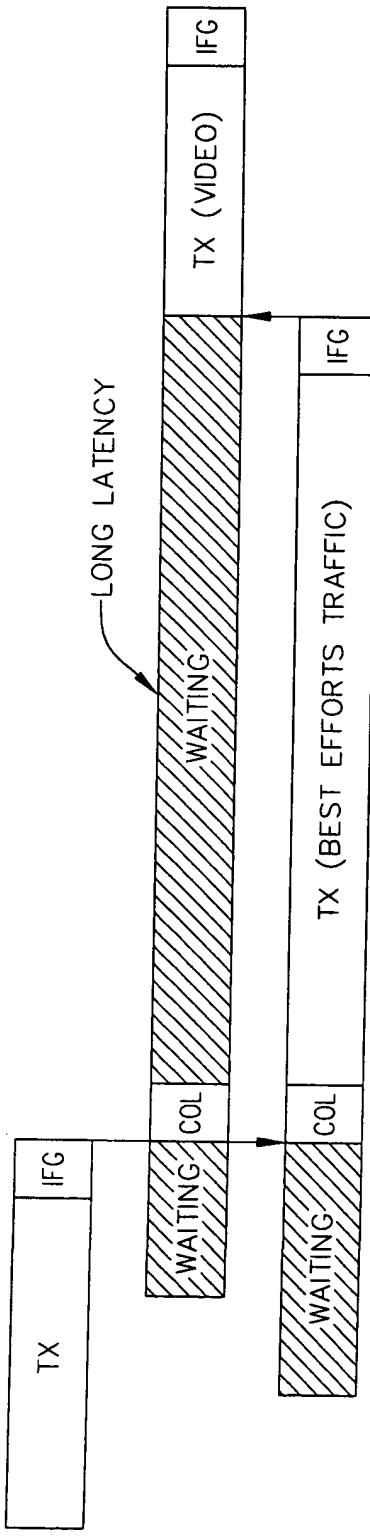


*FIG. 33*



WITHOUT PRIORITY ACCESS:

FIG. 34a



WITH PRIORITY ACCESS:

FIG. 34b

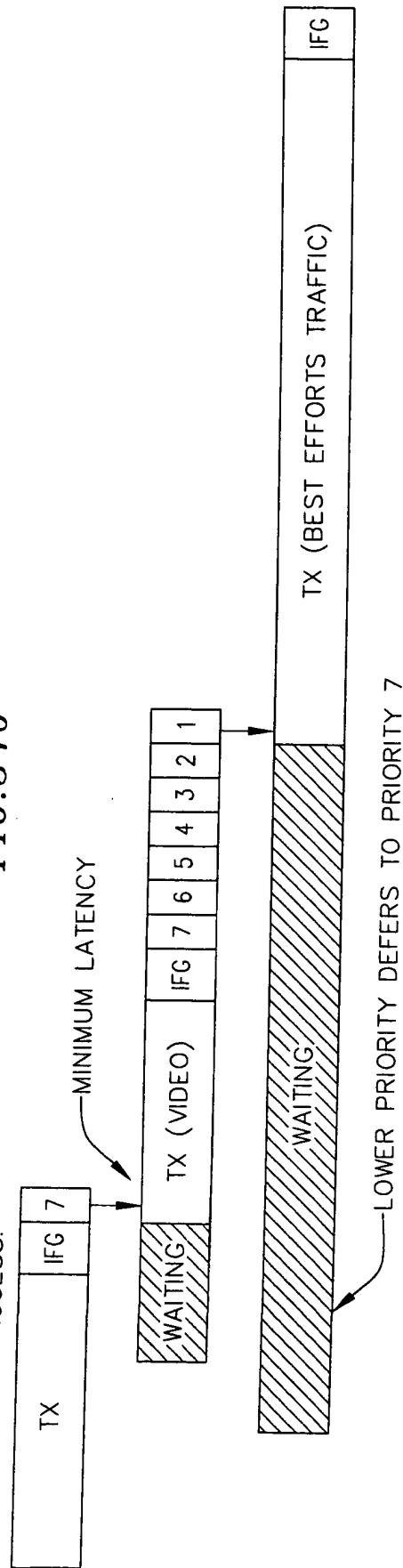
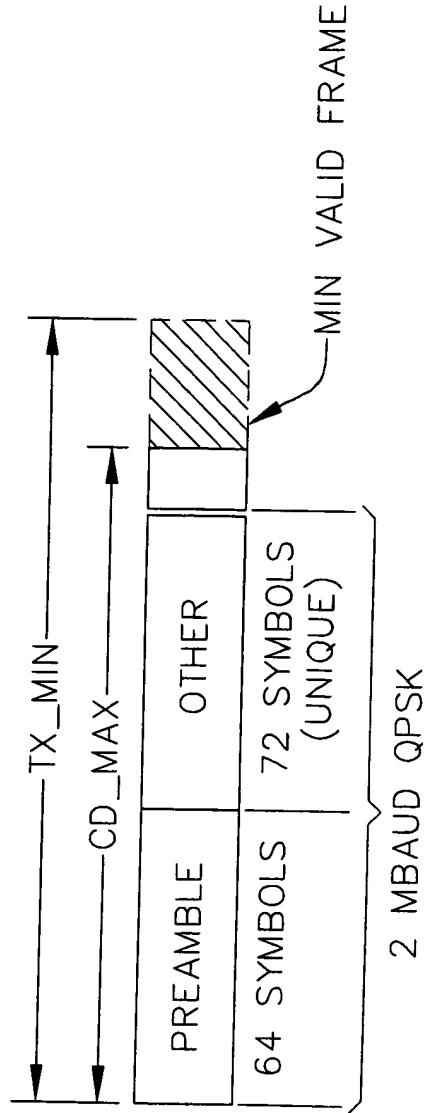


FIG. 35



*FIG. 36*

SECTION	PARAMETER	MIN	MAX	UNITS
BASIC CSMA	NOMINAL_RMS_VOLTAGE	100	—	mVrms
	CS_RANGE	38	—	dB
	CS_IFG	29.0-Δ	29.0+Δ	MICROSECONDS
	CS_DEFER	—	12.0	MICROSECONDS
	MINFRAMESIZE	64	—	OCTETS
	MAXFRAMESIZE	1526	SEE 3.3.7.1	OCTETS
	TX_FRAME	92.5	SEE 3.3.7.1	MICROSECONDS
	TX_ON	0	4.0	MICROSECONDS
PRIORITY ACCESS	PRI_SLOT	21.0-Δ	21.0+Δ	MICROSECONDS
COLLISION DETECTION	CD_FRAG	70.0-Δ	70.0+Δ	MICROSECONDS
	CD_MIN	32.0	—	MICROSECONDS
	CD_THRESHOLD (RECOMMENDED)	—	92.0	MICROSECONDS
	CD_RANGE	36	—	dB
	CD_OFFSET_EARLY	—	12.0	MICROSECONDS
	CD_OFFSET_LATE	—	15.0	MICROSECONDS
COLLISION RESOLUTION	ATTEMPTLIMIT	256	256	MICROSECONDS
	SIG_SLOT	32.0-Δ	32.0+Δ	MICROSECONDS

*FIG. 37*

FIELD	LENGTH	EXPLANATION
DA	6 OCTETS	DESTINATION ADDRESS
SA	6 OCTETS	SOURCE ADDRESS
ETHERTYPE	2 OCTETS	0x886c (LINK PROTOCOL FRAME ASSIGNED TO ASSIGNEE BY IEEE)
SSTYPE	1 OCTET	<ul style="list-style-type: none"> <li>0—RESERVED</li> <li>1—RATE REQUEST CONTROL FRAME</li> <li>2—LINK INTEGRITY SHORT FRAME</li> <li>3—CAPABILITIES ANNOUNCEMENT</li> <li>4—LARQ</li> <li>5—VENDOR-SPECIFIC SHORT FORMAT TYPE</li> <li>6—126 RESERVED</li> <li>127 RESERVED</li> <li>VALUES 128–255 CORRESPOND TO THE LONG SUBTYPE</li> </ul>
SSLENGTH	1 OCTET	NUMBER OF ADDITIONAL OCTETS IN THE CONTROL HEADER, STARTING WITH THE SVERSION FIELD (OR THE FIRST OCTET FOLLOWING SSLENGTH IF IT IS NOT DEFINED AS SVERSION) AND ENDING WITH THE SECOND (LAST) OCTET OF THE NEXT ETHERTYPE FIELD. MIN IS 2 AND MAX IS 255
SVERSION	1 OCTET	VERSION NUMBER OF THE CONTROL INFORMATION
DATA	0–252 OCTETS	ETHERTYPE/LENGTH OF NEXT LAYER PROTOCOL, 0 IF NONE.
NEXT ETHERTYPE	2 OCTETS	PADDING REQUIRED TO MEET MINIMUM IF DATA<41 OCTETS
PAD	41–0 OCTETS	FRAME CHECK SEQUENCE
FCS	4 OCTETS	

*FIG. 38*

FIELD	LENGTH	EXPLANATION
DA	6 OCTETS	DESTINATION ADDRESS
SA	6 OCTETS	SOURCE ADDRESS
ETHERTYPE	2 OCTETS	0x886c (LINK PROTOCOL FRAME. ASSIGNED TO EPICRAM BY IEEE)
LSTYPE	2 OCTETS	32768 RESERVED 32769 VENDOR-SPECIFIC LONG-FORMAT 32770-65534 RESERVED 65535 RESERVED
LSLENGTH	2 OCTETS	NUMBER OF ADDITIONAL OCTETS IN THE CONTROL HEADER, STARTING WITH THE SSVERSION FIELD (OR THE FIRST OCTET FOLLOWING SSLENGTH IF IT IS NOT DEFINED AS SSVERSION) AND ENDING WITH THE SECOND (LAST) OCTET OF THE NEXT ETHERTYPE FIELD. MIN IS 2 AND MAX IS 65535.
LSVERSION	1 OCTET	VERSION NUMBER OF THE FOLLOWING PROTOCOL INFORMATION
DATA	LSLENGTH-3 OCTETS	LSYPE PROTOCOL DEPENDENT DATA
NEXT ETHERTYPE	2 OCTETS	ETHERTYPE/LENGTH OF NEXT LAYER PROTOCOL, 0 IF NONE.
PAD	42-0 OCTETS	PAD TO MINIMUM SIZE IF NEEDED
FCS	4 OCTETS	FRAME CHECK SEQUENCE

**FIG. 39**

FIELD	LENGTH	MEANING
DA	6 OCTETS	DESTINATION ADDRESS
SA	6 OCTETS	SOURCE ADDRESS
ETHERTYPE	2 OCTETS	0x886c (LINK CONTROL FRAME)
SSTYPE	1 OCTET	=1
SSLENGTH	1 OCTET	NUMBER OF ADDITIONAL OCTETS IN THE CONTROL HEADER, STARTING WITH THE SSVERSION FIELD AND ENDING WITH THE SECOND(LAST) OCTET OF THE NEXT ETHERTYPE FIELD. THE MINIMUM VALUE OF SSLENGTH IS 8 FOR SSVERSION 0.
SSVERSION	1 OCTET	=0
OPCODE	1 OCTET	OPERATION CODE FOR THIS CONTROL MESSAGE.
NUMBANDS	1 OCTET	NUMBER OF BANDS SPECIFIED IN THIS CONTROL. EACH BAND HAS A TWO OCTET DESCRIPTOR. THE FIRST BAND REFERS TO 2 MBAUD MODULATION RATE, THE NEXT TO 4 MBAUD. NUMBANDS SHALL BE 1 OR 2 ON TRANSMISSION FOR 10M8 STATIONS, AND STATIONS SHALL IGNORE BAND ENTRIES BEYOND BAND2 ON RECEIVE IF NUMBANDS IS LARGER THAN 2. THE VALUE 0 IS NOT ALLOWED.
NUMADDR	1 OCTET	NUMBER OF ADDRESSES SPECIFIED IN THE PAYLOAD OF THIS CONTROL MESSAGE. NUMADDR MAY BE ZERO. THE SA IN THE ETHERNET HEADER IS ALWAYS USED, AND IS REFERRED TO IN THE FOLLOWING SECTIONS AS REFADDR.
BAND1_PE	1 OCTET	2MBAUD, 7 MHz CARRIER: THE PE VALUE THAT SHOULD BE USED TO SEND DATA WHEN THE 2MBAUD BAND IS SELECTED. (1..8)ARE THE ONLY VALID VALUES. THE VALUE 8 IS USED TO REQUEST HPNA 1.0 TYPE FRAMES, AND IS VALID ONLY WHEN THE NETWORK IS OPERATING IN V1M2MODE, AND ONLY IN BAND 1.
BAND1_RANK	1 OCTET	THE RANK ORDER OF THE REQDAS' PREFERENCE FOR THIS BAND, 1 IS HIGHEST PREFERENCE, AND THE OTHER BANDS ARE ASSIGNED SUCCESSIVELY LARGER RANK VALUES, NO TWO BANDS SHALL HAVE THE SAME RANK.
BAND2_PE	1 OCTET	OPTIONAL, ONLY PRESENT IF NUMBANDS>=2. 4MBAUD, 7 MHz CARRIER: IF INCLUDED, THIS FIELD IS THE PE VALUE THAT SHOULD BE USED TO SEND DATA WHEN THE 4MBAUD BAND IS SELECTED, (0,9..15) ARE THE ONLY VALID VALUES.
BAND2_RANK	1 OCTET	OPTIONAL, ONLY PRESENT IF NUMBANDS>=2. RANK ORDER OF REQDAS' PREFERENCE FOR THIS BAND.
REFADDR1	6 OCTETS	OPTIONAL. PRESENT IF NUMADDR>=1. THE SECOND MAC ADDRESS FOR WHICH THE RATES ARE BEING SPECIFIED, TYPICALLY BROADCAST OR A MULTICAST ADDRESS.
REFADDR2	6 OCTETS	OPTIONAL. PRESENT IF NUMADDR>=2. THE THIRD MAC ADDRESS FOR WHICH THE RATES ARE BEING SPECIFIED.
• • •		[ADDITIONAL INSTANCES OF REFADDR, UNTIL THE NUMBER OF REFADDR FIELDS EQUALS NUMADDR]
NEXT ETHERTYPE	2 OCTETS	=0
PAD		TO REACH MINFRAMESIZE IF REQUIRED
FCS	4 OCTETS	FRAME CHECK SEQUENCE

*FIG. 40*

PE	DATA RATE	MEANING
0	N/A	MEANS THIS BAND IS NOT SUPPORTED
1	4 MBIT/S	2 MBAUD FDQAM, 2 BITS PER BAUD
2	6 MBIT/S	2 MBAUD FDQAM, 3 BITS PER BAUD
3	8 MBIT/S	2 MBAUD FDQAM, 4 BITS PER BAUD
4	10 MBIT/S	2 MBAUD FDQAM, 5 BITS PER BAUD
5	12 MBIT/S	2 MBAUD FDQAM, 6 BITS PER BAUD
6	14 MBIT/S	2 MBAUD FDQAM, 7 BITS PER BAUD
7	16 MBIT/S	2 MBAUD FDQAM, 8 BITS PER BAUD
8	1 MBIT/S	HPNA 1.0
9	8 MBIT/S	4 MBAUD QAM, 2 BITS PER BAUD
10	12 MBIT/S	4 MBAUD QAM, 3 BITS PER BAUD
11	16 MBIT/S	4 MBAUD QAM, 4 BITS PER BAUD
12	20 MBIT/S	4 MBAUD QAM, 5 BITS PER BAUD
13	24 MBIT/S	4 MBAUD QAM, 6 BITS PER BAUD
14	28 MBIT/S	4 MBAUD QAM, 7 BITS PER BAUD
15	32 MBIT/S	4 MBAUD QAM, 8 BITS PER BAUD

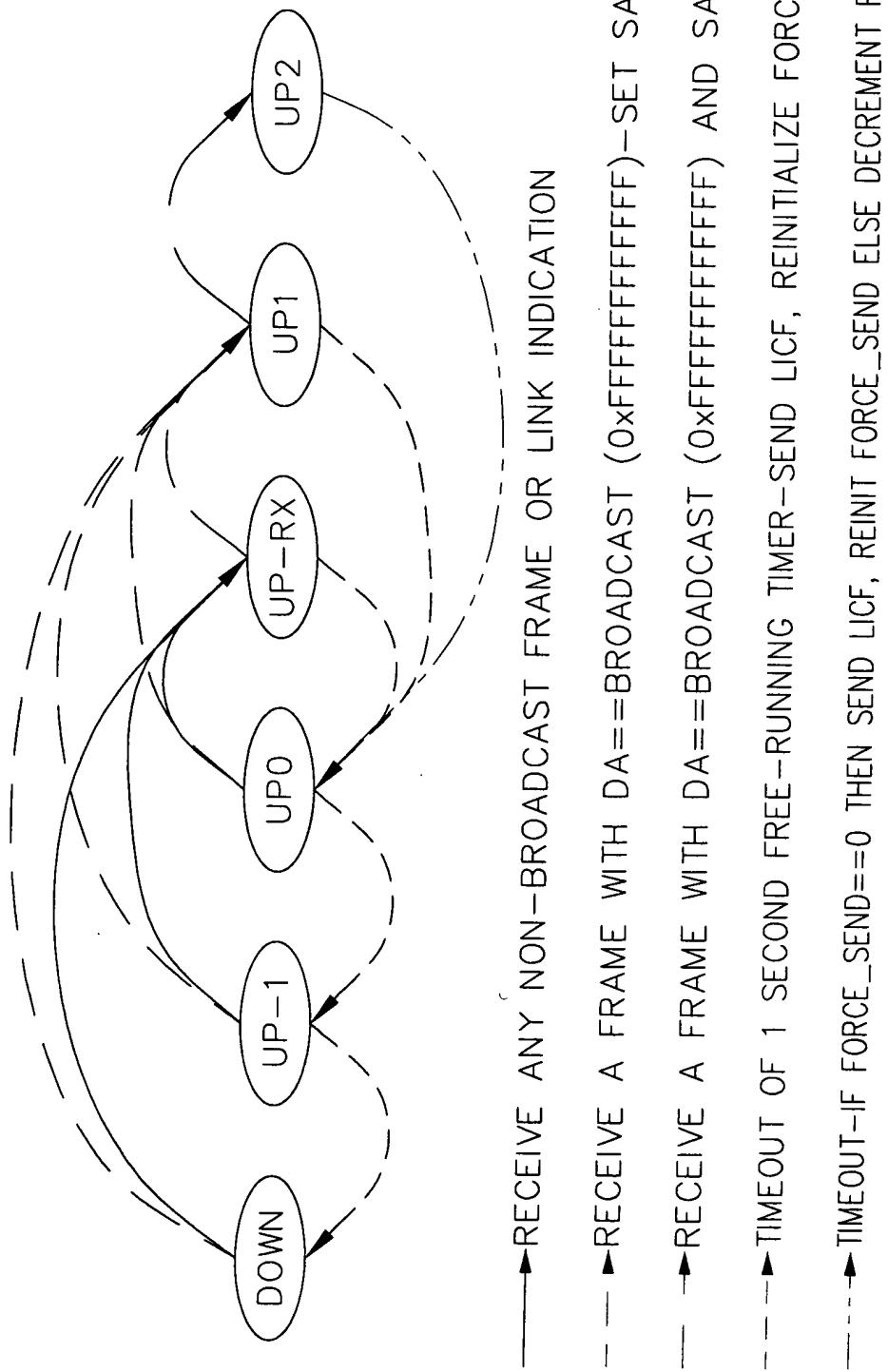
*FIG. 41*

OPCODE	MEANING
0	RATE CHANGE REQUEST
1	RATE TEST REQUEST
2	RATE TEST REPLY
3-255	RESERVED

**FIG. 42**

BAND SPECIFICATION	A PAYLOAD ENCODING (PE) AND RANK ASSOCIATED WITH A GIVEN BAND. A BAND IS A SINGLE COMBINATION OF BAUD RATE, MODULATION TYPE (E.G. QAM OR FDQAM) AND CARRIER FREQUENCY. TWO BANDS ARE DEFINED IN HPNAV2
LOGICAL CHANNEL, CHANNEL	A FLOW OF FRAMES FROM A SENDER TO ONE OR MORE RECEIVERS ON A SINGLE NETWORK SEGMENT, CONSISTING OF ALL THE FRAMES WITH A SINGLE COMBINATION OF DA AND SA.
RECEIVER	A STATION THAT RECEIVES FRAMES SENT ON A PARTICULAR CHANNEL. IF THE DESTINATION IS A UNICAST ADDRESS THERE IS AT MOST ONE RECEIVER. IF THE DESTINATION IS A GROUP ADDRESS (INCLUDING BROADCAST), THERE MAY BE MANY RECEIVERS.
RECEIVER PE	THE PREFERRED PE TO BE USED ON THIS CHANNEL, AS DETERMINED BY THE RECEIVER.
RRCF	RATE REQUEST CONTROL FRAME. SENT FROM THE RECEIVER TO THE SENDER TO EFFECT A CHANGE IN PE.
REFADDR0	THE SA IN THE ETHERNET HEADER OF THE RRCF FRAME. THIS IS THE DA OF THE RECEIVER (FOR THE CHANNEL), AND IS ALWAYS USED BY THE CHANNEL SENDER AS THE FIRST REFADDR PROCESSED.
REFADDR1.. REFADDR< n >	OTHER ADDRESSES INCLUDING BROADCAST AND MULTICAST ADDRESSES FOR WHICH THE RECEIVER IS INDICATING RATE INFORMATION TO THE SENDER. THE CHANNEL RECEIVER'S STATION ADDRESS (REFADDR0) SHOULD NOT BE PUT IN THE LIST OF ADDITIONAL REFADDR'S.  NOTE 1: AT LEAST ONE REFADDR FIELD IS NECESSARY TO SUPPORT RATE NEGOTIATION FOR BROADCAST AND MULTICAST ADDRESSES SINCE THESE CANNOT BE USED AS THE SOURCE ADDRESS IN THE ETHERNET HEADER.
SENDER	THE SENDING STATION FOR A CHANNEL, USUALLY THE STATION OWNING THE SOURCE MAC ADDRESS.
SENDER PE	THE PREFERRED PE ASSOCIATED WITH A CHANNEL, AS NOTED BY THE SENDER.

FIG. 43a



*FIG. 43b*

	DOWN	UP-1	UP0	UP-RX	UP1	UP2
RECEIVE 1.0 LINK INDICATION OR ANY NON-BROADCAST FRAME	UP-RX (NONE)	UP-RX (NONE)	UP-RX (NONE)	UP-RX (NONE)	UP1 (NONE)	UP2 (NONE)
RECEIVE BROADCAST FRAME WITH SA=SA1	UP1 SET SA1<-SA	UP1 SET SA1<-SA	UP1 SET SA1<-SA	UP1 SET SA1<-SA	UP1 SET SA1<-SA	UP2 (NONE)
RECEIVE BROADCAST FRAME WITH SA !=SA1	UP1 SET SA1<-SA	UP1 SET SA1<-SA	UP1 SET SA1<-SA	UP1 SET SA1<-SA	NATIVE: UP2 COMPAT: UP1 (NONE)	UP2 (NONE)
TIMEOUT AND FORCE_SEND=0	DOWN SEND LCF,REINIT FORCE_SEND	DOWN SEND LCF,REINIT FORCE_SEND	UP-1 SEND LCF,REINIT FORCE_SEND	UP0 SEND LCF,REINIT FORCE_SEND	UP0 SEND LCF,REINIT FORCE_SEND	UP0 SEND LCF,REINIT FORCE_SEND
TIMEOUT AND FORCE_SEND>0	DOWN SEND LCF,REINIT FORCE_SEND	DOWN SEND LCF,REINIT FORCE_SEND	UP-1 SEND LCF,REINIT FORCE_SEND	UP0 SEND LCF,REINIT FORCE_SEND	UP0 SEND LCF,REINIT FORCE_SEND	UP0 DECREMENT FORCE_SEND

**FIG. 44**

FIELD	LENGTH	MEANING
DA	6 OCTETS	DESTINATION ADDRESS (FF.FF.FF.FF.FF.FF)
SA	6 OCTETS	SOURCE ADDRESS
ETHERTYPE	2 OCTETS	0x886c (LINK CONTROL FRAME)
SSTYPE	1 OCTET	=2
SSLENGTH	1 OCTET	NUMBER OF ADDITIONAL OCTETS IN THE CONTROL HEADER, STARTING WITH THE SSVERSION FIELD AND ENDING WITH THE SECOND(LAST) OCTET OF THE NEXT ETHERTYPE FIELD. MINIMUM IS 4 FOR SSVERSION 0.
SSVERSION	1 OCTET	=0
LI_PAD	1 OCTET	IGNORED ON RECEPTION.
NEXT ETHERTYPE	2 OCTETS	=0
PAD	41 OCTETS	ANY VALUE OCTET
FCS	4 OCTETS	

**FIG. 45**

FIELD	LENGTH	MEANING
DA	6 OCTETS	DESTINATION ADDRESS(FF.FF.FF.FF.FF.FF)
SA	6 OCTETS	SOURCE ADDRESS OF THE STATION THAT TRANSMITTED THIS FRAME
ETHERTYPE	2 OCTETS	0x886c (LINK CONTROL FRAME)
SSTYPE	1 OCTET	=3
SSLENGTH	1 OCTET	NUMBER OF ADDITIONAL OCTETS IN THE CONTROL HEADER, STARTING WITH THE SSVERSION FIELD AND ENDING WITH THE SECOND(LAST) OCTET OF THE NEXT ETHERTYPE FIELD. MINIMUM IS 32 FOR SSVERSION 0.
SSVERSION	1 OCTET	=0
CSA_ID_SPACE	1 OCTET	IDENTIFIES THE REGISTRATION SPACE OF CSA_MFR_ID 0-UNSPECIFIED 1-JEDEC 2-PCI
CSA_MFR_ID	2 OCTETS	HW MANUFACTURER ID-IDENTIFIES THE MANUFACTURER OF THE PHY CONTROLLER CHIP. THE PURPOSE OF THIS FIELD PLUS THE PART NUMBER AND REVISION IS TO IDENTIFY SPECIFIC IMPLEMENTATIONS OF THE PHY SPECIFICATION. THIS IS NOT A BOARD OR ASSEMBLY-LEVEL IDENTIFIER.
CSA_PART_NO	2 OCTETS	HW MANUFACTURER PART NUMBER-THE PART NUMBER OF THE PHY CONTROLLER CHIP.
CSA_REV	1 OCTET	HW REVISION
CSA_OPCODE	1 OCTET	0-ANNOUNCE 1-REQUEST
CSA_MTU	2 OCTETS	MAXIMUM SIZE LINK-LEVEL PDU THIS RECEIVER ACCEPTS IN OCTETS, THE DEFAULT VALUE IS 1526 OCTETS. THIS IS ALSO THE MINIMUM VALUE THAT SHALL BE ACCEPTED BY ALL ILINE10 STATIONS.
CSA_SA	6 OCTETS	SOURCE ADDRESS OF THE STATION THAT GENERATED THIS CSA FRAME
CSA_PAD	2 OCTETS	RESERVED FOR VERSION 0. SHALL BE SENT AS 0, IGNORED ON RECEPTION.
CSA_CURRENTTXSET	4 OCTETS	CONFIGURATION FLAGS, PLUS ALL CURRENT IN-USE STATUS FOR THIS STATION.
CSA_OLEDESTTXSET	4 OCTETS	A COPY OF THE "OLDEST" TX FLAGS FOR THIS STATIONS, FROM THE PERIOD ENDING AT LEAST ONE PERIOD (MINUTE) EARLIER.
CSA_CURRENTRXSET	4 OCTETS	THE UNION OF RECENT FLAGS RECEIVED FROM OTHER STATION.
NEXT ETHERTYPE	2 OCTETS	=0
PAD		PAD TO REACH MINFRAMESIZE IF NECESSARY
FCS	4 OCTETS	

Octet	Field	Length	Description
Flags0	TxPriority7	1	Station is(was) transmitting frames with LL priority 7. (always set)
	TxPriority6	1	Station is(was) transmitting frames with LL priority 6.
	TxPriority5	1	Station is(was) transmitting frames with LL priority 5.
	TxPriority4	1	Station is(was) transmitting frames with LL priority 4.
	TxPriority3	1	Station is(was) transmitting frames with LL priority 3.
	TxPriority2	1	Station is(was) transmitting frames with LL priority 2.
	TxPriority1	1	Station is(was) transmitting frames with LL priority 1.
	TxPriority0	1	Station is(was) transmitting frames with LL priority 0. (always set)
Flags1	Reserved	6	Shall be sent as 0 and ignored by 2.0 stations when received.
	No_V1M2_Frames	1	This station does not support the reception or transmission of compatibility frames (V1M2 frames).
Flags2	Supports 4Mbps	1	This station supports 4 megabaud payload encodings.
	Reserved	8	Shall be sent as 0 and ignored by 2.0 stations when received.
Flags3	Config V2	1	Force use of 10Mbps mode, defers to Config1 and Config V1M2.
	Config V1M2	1	Force use of V1M2 mixed mode, defers to Config V1.
Flags4	Config V1	1	Force use of HPNA 1.x mode, highest precedence of config flags.
	Reserved	2	Shall be sent as 0 and ignored by 2.0 stations when received.
Flags5	Highest Version	3	This station's highest supported HPNA version:
			0x000 - Reserved 0x001 - HPNA1.0 0x010 - iLine10 0x011-0x111 Reserved

Fig. 46

DeleteSet	A computed value used to detect newly removed status information.
NewRxFlags, ReallyNewRxFlags	Computed values used to detect new status flags.

*Fig. 47*

CSP_Timer	A free-running timer with a period of 60 seconds.
RetransmitTimer	A one-shot timer, set to a random interval in the range 1 ms to 1000 ms, inclusive, after sending a CSA in which CSA_CurrentTxSet and CSA_OldestTxSet are different, or when a CSA is received with the CSA_Opcode set to 1 (Request). This timer is cancelled if a second CSA is sent as a result of the CSP_Timer expiring.

*Fig. 48*

<b>NewTxSet</b>	The set of flags announced during the current CS period, updated immediately when a new link layer priority is used or new volatile status is set. When the CSP_Timer expires, CurrentTxSet is given the value of NewTxSet, and NewTxSet is reset to the default set.
<b>PreviousTxSet</b>	The set of flags that were announced during the previous CS period (the ending value of NewTxSet from the previous CS period).
<b>OldestTxSet</b>	The set of flags rolled over from PreviousTxSet at the end of the previous CS period (the value of PreviousTxSet from the previous CS period). Flags that are present in OldestTxSet and missing from PreviousTxSet were not actively used or detected (by the sender) for an entire CS period, and will be deleted. This set is sent in CSA frames as CSA_OldestTxSet.
<b>NewRxSet</b>	The union of all CSA_CurrentTxSet flags received in CSAs from other stations during the current CS period. This is rolled over into PreviousRxSet at the expiration of the CSP_Timer, then reset to the empty set (0).
	A volatile status flag (one of the priority flags) in this set may subsequently be deleted if the only station previously announcing that flag stops using it. The deletion from that station's CurrentTxSet is noted by the difference from its OldestTxSet. The fact that it was the only sender is noted by the absence of the flag in that station's CurrentRxSet, indicating that it has received the flag from no other stations.
	If deleted from NewRxSet, a flag shall also be deleted from PreviousRxSet.
<b>PreviousRxSet</b>	The set of announced flags received during the previous CS period (the ending value of NewRxSet from the previous CS period). A flag may be deleted from this set, as described under NewRxSet above.

*Eig. 49*

CurrentTxSet	The set of flags that were announced during the previous CS period plus any new status and priority flags (or changed configuration/options flags) used during the current CS period, i.e. the union of PreviousTxSet and NewTxSet. This set is sent in CSA frames as CSA_CurrentTxSet.
CurrentRxSet	The union of NewRxSet, PreviousRxSet. This set is sent in CSA frames as CSA_CurrentRxSet.
CurrentInUseSet	The union of CurrentTxSet and CurrentRxSet. This set is used to determine the operational mode of the station and to modify the mapping between the LL priority of the frame and the actual PHY priority usage.

Fig. 50

*FIG. 51a*

CURRENTINUSE PRIORITIES (ANY)								DEFAULT TX PHY PRIORITIES							
A	N	Y	T	X	S	E	T	0	1	3	4	5	7	6	7
0	1	2	3	4	5	6	7	0	1	3	4	5	7	6	7

*FIG. 51b*

CURRENTINUSE PRIORITIES (LL)								REMAPPED TX PHY PRIORITIES							
0				7	6	5	5	6	6	6	6	6	7	7	7
0				6	7	5	4	4	5	5	5	5	7	6	6
0	1			4		7	5	4	4	5	6	6	7	7	7
0		3		5	6	7	.	3	2	2	4	4	5	7	6

*FIG.52a*

FIELD	LENGTH	MEANING
DA	6 OCTETS	DESTINATION ADDRESS
SA	6 OCTETS	SOURCE ADDRESS
ETHERTYPE	2 OCTETS	0x886c (LINK CONTROL FRAME)
SSTYPE	1 OCTET	=4
SSLENGTH	1 OCTET	NUMBER OF ADDITIONAL OCTETS IN THE CONTROL HEADER, STARTING WITH THE SSVERSION FIELD AND ENDING WITH THE SECOND(LAST) OCTET OF THE NEXT ETHERTYPE FIELD. SSLENGTH IS 6 FOR SSVERSION 0.
SSVERSION	1 OCTET	=0
LARQ_HDR DATA	3 OCTETS	LARQ CONTROL HEADER DATA WITH LARQ_CTL BIT=1,LARQ_NACK=0.
NEXT ETHERTYPE	2 OCTETS	=0
PAD	38 OCTETS	
FCS	4 OCTETS	FRAME CHECK SEQUENCE

*FIG.52b*

FIELD	LENGTH	MEANING
DA	6 OCTETS	DESTINATION ADDRESS
SA	6 OCTETS	SOURCE ADDRESS
ETHERTYPE	2 OCTETS	0x886c (LINK CONTROL FRAME)
SSTYPE	1 OCTET	=4
SSLENGTH	1 OCTET	NUMBER OF ADDITIONAL OCTETS IN THE CONTROL HEADER, STARTING WITH THE SSVERSION FIELD AND ENDING WITH THE SECOND(LAST) OCTET OF THE NEXT ETHERTYPE FIELD. SSLENGTH IS 12 FOR NACK FRAMES WITH SSVERSION 0.
SSVERSION	1 OCTET	=0
LARQ_HDR DATA	3 OCTETS	LARQ CONTROL HEADER DATA WITH LARQ_CTL BIT=1,LARQ_NACK=1..7.
NACK_DA	6 OCTETS	ORIGINAL DESTINATION ADDRESS
NEXT ETHERTYPE	2 OCTETS	=0
PAD	32 OCTETS	
FCS	4 OCTETS	FRAME CHECK SEQUENCE

**FIG.52c**

FIELD	LENGTH	MEANING
DA	6 OCTETS	DESTINATION ADDRESS (FROM ORIGINAL ETHERNET PDU)
SA	6 OCTETS	SOURCE ADDRESS (FROM ORIGINAL ETHERNET PDU)
ETHERTYPE	2 OCTETS	0x886c (LINK CONTROL FRAME)
SSTYPE	1 OCTET	=4
SSLENGTH	1 OCTET	NUMBER OF ADDITIONAL OCTETS IN THE CONTROL HEADER, STARTING WITH THE SSVERSION FIELD AND ENDING WITH THE SECOND(LAST) OCTET OF THE NEXT ETHERTYPE FIELD. SSLENGTH IS 6 FOR SSVERSION 0.=6
SSVERSION	1 OCTET	=0
LARQ_HDR DATA	3 OCTETS	LARQ ENCAPSULATION HEADER DATA (WITH LARQ_CTL BIT=0)
NEXT ETHERTYPE	2 OCTETS	FROM ORIGINAL ETHERNET PDU
PAYLOAD	MIN 46 OCTETS	FROM ORIGINAL ETHERNET PDU PAYLOAD
FCS	4 OCTETS	FRAME CHECK SEQUENCE

**FIG.52d**

OCTET	FIELD	LENGTH	MEANING
FLAGS0	LARQ_MULT	1 BIT	MULTIPLE RETRANSMISSION FLAG. 0 IN THE ORIGINAL TRANSMISSION OF A DATA FRAME. FOR RETRANSMITTED FRAMES (LARQ_RTX=1), SET TO THE VALUE OF LARQ_MULT IN THE NACK FRAME THAT CAUSED THE RETRANSMISSION. THIS FLAG CAN BE USED BY RECEIVERS TO MEASURE THE ROUND-TRIP TIMES ASSOCIATED WITH THE MISS/NACK/RECEIVE-RTX PROCESS.
	LARQ_RTX	1 BIT	0 FOR FIRST TRANSMISSION OF A FRAME, 1 IF FRAME IS RETRANSMITTED. STATIONS NOT IMPLEMENTING LARQ SHALL DROP ANY DATA FRAME IF THIS BIT IS 1.
	LARQ_NORTX	1 BIT	0 IF IMPLEMENTATION SUPPORTS RETRANSMISSION, 1 IF ONLY PRIORITY IS MEANINGFUL. MAY BE USED ON A PER CHANNEL BASIS.
	LARQ_NEWSSEQ	1 BIT	1 IF THE SEQUENCE NUMBER SPACE FOR THE CHANNEL HAS BEEN RESET, AND OLDER SEQUENCE NUMBERS SHOULD NOT BE NACKED, 0 OTHERWISE.
	LARQ_CTL	1 BIT	"0" WHEN IN ENCAPSULATION FORMAT
FLAGS1_SEQ0	PRIORITY	3 BITS	LINK LAYER PRIORITY OF THIS FRAME
	RESERVED	4 BITS	RESERVED, SHALL BE 0
	LARQ_SEQ_HIGH	4 BITS	HIGH 4 BITS OF SEQUENCE NUMBER
SEQ1	LARQ_SEQ_LOW	8 BITS	LOW 8 BITS OF SEQUENCE NUMBER

*FIG.52e*

OCTET	FIELD	LENGTH	MEANING
FLAGS0	LARQ_MULT	1 BIT	MULTIPLE RETRANSMISSION FLAG. 0 IN THE FIRST NACK SENT FOR A GIVEN SEQUENCE NUMBER, 1 IN ALL RETRANSMITTED NACKS.
	LARQ_NACK	3 BITS	NACK COUNT IF 0 IN A LARQ CONTROL FRAME, THEN THIS IS A REMINDER.
	LARQ_CTL	1 BIT	SET TO 1 FOR LARQ CONTROL HEADER DATA FORMAT
	PRIORITY	3 BITS	LINK LAYER PRIORITY OF THIS FRAME
FLAGS1_SEQ0	RESERVED	4 BITS	RESERVED, SHALL BE 0
	LARQ_SEQ_HIGH	4 BITS	HIGH 4 BITS OF SEQUENCE NUMBER
SEQ1	LARQ_SEQ_LOW	8 BITS	LOW 8 BITS OF SEQUENCE NUMBER

**FIG.52f. 1**

CONTROL FRAME	A FRAME GENERATED BY A LARQ PROTOCOL MODULE THAT CONTAINS ONLY A LARQ PROTOCOL HEADER AS ITS PAYLOAD.
CURRENT SEQUENCE NUMBER	THE MOST RECENTLY RECEIVED NEW SEQUENCE NUMBER FOR A CHANNEL.
DATA FRAME	ANY STANDARD ETHERNET FRAME FROM HIGHER (THAN LARQ) PROTOCOL LAYERS. A LARQ-ENABLED STATION ENCAPSULATES THE ORIGINAL PAYLOAD OF AN ETHERNET FRAME BY INSERTING A LARQ HEADER (SHORT FORM CONTROL HEADER WITH LARQ_HDR DATA) BETWEEN THE SOURCE ADDRESS AND THE REMAINDER OF THE FRAME BEFORE THE FRAME IS PASSED DOWN TO THE DRIVER FOR TRANSMISSION ON THE NETWORK.
FORGET TIMER	AN IMPLEMENTATION DEPENDENT MECHANISM TO ALLOW A RECEIVER TO RESET THE SEQUENCE NUMBER SPACE OF A CHANNEL WHEN A RECEIVED SEQUENCE NUMBER IS NOT THE NEXT EXPECTED (CURRENT SEQUENCE NUMBER+1). ONE SECOND IS A SUGGESTED DEFAULT VALUE.
HOLD TIMER, LOST TIMER	AN IMPLEMENTATION DEPENDENT TIMING MECHANISM THAT LIMITS THE TIME A RECEIVER WILL HOLD ONTO A RECEIVED FRAME WHILE WAITING FOR A MISSING FRAME TO BE RETRANSMITTED. CONCEPTUALLY, THERE IS ONE SUCH TIMER PER MISSING SEQUENCE NUMBER. THE TIMER INTERVAL IS MAXIMUM HOLD INTERVAL.
LOGICAL CHANNEL, CHANNEL	A FLOW OF FRAMES FROM A SENDER TO ONE OR MORE RECEIVERS ON A SINGLE NETWORK SEGMENT CONSISTING OF ALL THE FRAMES WITH A SINGLE COMBINATION OF DESTINATION ADDRESS, SOURCE ADDRESS, AND LINK LAYER PRIORITY.
NACK, Nack, nack	AN INDICATION FROM A RECEIVER TO A SENDER REQUESTING RETRANSMISSION OF ONE OR MORE FRAMES. ALSO, THE ACTION OF PROVIDING SUCH AN INDICATION. E.G. "TO NACK A SEQUENCE NUMBER" MEANING TO SEND A NACK INDICATION.
NACK TIMER	AN IMPLEMENTATION DEPENDENT TIMING MECHANISM USED BY A RECEIVER TO RETRANSMIT NACKS FOR MISSING SEQUENCE NUMBERS. CONCEPTUALLY, THERE IS ONE SUCH TIMER PER MISSING SEQUENCE NUMBER PER LOGICAL CHANNEL. THE TIMER IS RESET EACH TIME A NACK IS SENT FOR A SEQUENCE NUMBER. THE TIMER INTERVAL IS NACK RETRANSMISSION INTERVAL.
NEW	A NEW SEQUENCE NUMBER IS ONE WHOSE DIFFERENCE FROM THE CURRENT SEQUENCE NUMBER FOR THE CHANNEL, MODULO THE SIZE OF THE SEQUENCE NUMBER SPACE AND CONSIDERED AS A SIGNED INTEGER, IS GREATER THAN 0. IN PARTICULAR, THE NUMBERS (CURRENT+1) THROUGH (CURRENT+2047).
OLD	AN OLD SEQUENCE NUMBER IS ONE WHOSE DIFFERENCE FROM THE CURRENT SEQUENCE NUMBER FOR THE CHANNEL, MODULO THE SIZE OF THE SEQUENCE NUMBER SPACE AND CONSIDERED AS A SIGNED INTEGER, IS LESS THAN OR EQUAL TO 0. IN PARTICULAR, THE NUMBERS (CURRENT-2048) THROUGH (CURRENT) ARE OLD. NOTE, HOWEVER, THAT MOST OF THE OLD SEQUENCE NUMBERS ARE ALSO OUT-OF-SEQUENCE.

*FIG.52f.2*

OUT OF SEQUENCE	ANY SEQUENCE NUMBER THAT FALLS OUTSIDE A REASONABLE RANGE, OLD OR NEW, OF THE CURRENT SEQUENCE NUMBER FOR A LOGICAL CHANNEL IS CONSIDERED OUT OF SEQUENCE. IT IS RECOMMENDED THAT PLUS OR MINUS TWICE THE VALUE OF MAXIMUMSAVELIMIT (DEFINED BELOW) BE USED AS THE "REASONABLE RANGE" WHEN CHECKING FOR OUT OF SEQUENCE.
RECEIVER	A STATION THAT RECEIVES FRAMES SENT ON A PARTICULAR CHANNEL. IF THE DESTINATION ADDRESS IS A UNICAST ADDRESS THERE IS AT MOST ONE RECEIVER. IF THE DESTINATION ADDRESS IS A GROUP ADDRESS (INCLUDING BROADCAST), THEN THERE MAY BE MANY RECEIVERS.
REMINDER	A CONTROL FRAME SENT BY THE CHANNEL SENDER WITH THE MOST RECENTLY USED SEQUENCE NUMBER FOR A CHANNEL WHICH HAS BEEN INACTIVE FOR REMINDER INTERVAL AFTER ITS MOST RECENT DATA FRAME.
REMINDER TIMER	AN IMPLEMENTATION DEPENDENT TIMING MECHANISM USED BY A SENDER TO GENERATE A REMINDER FRAME AFTER A PERIOD OF INACTIVITY FOR A CHANNEL. THE TIMER IS RESET EACH TIME A NEW DATA FRAME IS TRANSMITTED. CONCEPTUALLY, THERE IS ONE SUCH TIMER PER CHANNEL. THE TIMER INTERVAL IS REMINDER INTERVAL.
SAVE TIMER	AN IMPLEMENTATION DEPENDENT TIMING MECHANISM THAT LIMITS THE TIME A SENDER WILL SAVE A FRAME WAITING FOR RETRANSMISSION REQUESTS. THE TIMER INTERVAL IS MAXIMUM SAVE INTERVAL.
SENDER	THE SENDING STATION FOR A CHANNEL, USUALLY THE STATION OWNING THE SOURCE MAC ADDRESS.
SEQUENCE NUMBERS	SEQUENCE NUMBERS ARE MAINTAINED SEPARATELY FOR EACH LOGICAL CHANNEL BY THE SENDER.

**FIG. 53**

SEND SEQUENCE NUMBER	THE SEQUENCE NUMBER OF THE MOST RECENTLY TRANSMITTED DATA FRAME.
REMINDER TIMER INTERVAL	A FIXED INTERVAL. THE DEFAULT IS 50 MS. LOWER VALUES WILL INCREASE THE OVERHEAD OF REMINDERS ON NETWORK LOAD, WHILE HIGHER VALUES INCREASE THE LATENCY FOR END-OF-SEQUENCE FRAMES REQUIRING RETRANSMISSION. IMPLEMENTATIONS SHOULD NOT USE VALUES OUTSIDE OF THE RANGE 25–75 MS, BASED ON 150 MS MAXIMUM SAVE AND HOLD TIMES.
MINIMUM RETRANSMISSION INTERVAL	AN INTERVAL USED TO PREVENT TOO-FREQUENT RETRANSMISSIONS OF A SINGLE FRAME. MOST IMPORTANT FOR MULTICAST CHANNELS. THE DEFAULT IS 10 MS.
MAXIMUM SAVE LIMIT	THE MAXIMUM NUMBER OF FRAMES THAT WILL BE SAVED FOR A SINGLE LOGICAL CHANNEL. THIS IS IMPLEMENTATION DEPENDENT, AND VARIES WITH THE MAXIMUM FRAME RATE THE SENDER IS EXPECTED TO SUPPORT. VALUES OF 100 OR MORE CAN BE USEFUL FOR HIGH-SPEED APPLICATIONS SUCH AS VIDEO.
MAXIMUM SAVE INTERVAL	THE MAXIMUM TIME THAT THE SENDER WILL NORMALLY SAVE A FRAME FOR POSSIBLE RETRANSMISSION. THE DEFAULT IS 150 MS.

**FIG. 54**

CURRENT SEQUENCE NUMBER	THE MOST RECENT SEQUENCE NUMBER RECEIVED IN A LARQ HEADER FOR THE CHANNEL, WHETHER IN A DATA FRAME OR A REMINDER CONTROL FRAME.
OLDEST MISSING SEQUENCE NUMBER	THE OLDEST SEQUENCE NUMBER FOR A FRAME NOT YET RECEIVED WHICH HAS NOT BEEN DECLARED LOST.
MAXIMUM HOLD INTERVAL	THE LONGEST INTERVAL THAT A FRAME WILL BE HELD AWAITING AN EARLIER MISSING FRAME. THE DEFAULT IS TO USE THE SAME VALUE AS MAXIMUM SAVE INTERVAL, WHICH HAS A DEFAULT OF 150 MS.
MAXIMUM RECEIVE LIMIT	THE MAXIMUM NUMBER OF FRAMES THAT A RECEIVER WILL BUFFER WHILE AWAITING AN EARLIER MISSING FRAME. THE DEFAULT SHOULD NORMALLY BE THE SAME AS THE MAXIMUM SAVE LIMIT.
NACK RETRANSMISSION INTERVAL	THE INTERVAL AFTER WHICH A RECEIVER WILL RETRANSMIT A NACK CONTROL FRAME FOR A MISSING SEQUENCE NUMBER, WITH THE EXPECTATION THAT EARLIER NACK CONTROL FRAMES OR DATA FRAME RETRANSMISSIONS WERE LOST. THE DEFAULT FOR FIXED IMPLEMENTATIONS IS 20 MS.

**FIG.55a**

FIELD	LENGTH	MEANING
DA	6 OCTETS	DESTINATION ADDRESS
SA	6 OCTETS	SOURCE ADDRESS
ETHERTYPE	2 OCTETS	0x886c (LINK CONTROL FRAME)
SSTYPE	1 OCTET	=5
SSLENGTH	1 OCTET	NUMBER OF ADDITIONAL OCTETS IN THE CONTROL HEADER, STARTING WITH THE SSVERSION FIELD AND ENDING WITH THE SECOND(LAST) OCTET OF THE NEXT ETHERTYPE FIELD. SSLENGTH SHALL BE $\geq$ 6 FOR SSVERSION 0.
SSVERSION	1 OCTET	=0
VENDOR OUI	3 OCTETS	AN IEEE ASSIGNED ORGANIZATIONALLY UNIQUE IDENTIFIER
CONTROL DATA	0-249 OCTETS	VENDOR SPECIFIC CONTROL DATA
NEXT ETHERTYPE	2 OCTETS	= NEXT ETHERTYPE IF AN ENCAPSULATION FORMAT, OR 0 IF NO ENCAPSULATED FRAME
PAD	0-38 OCTETS	ANY VALUE OCTET
FCS	4 OCTETS	

**FIG.55b**

FIELD	LENGTH	MEANING
DA	6 OCTETS	DESTINATION ADDRESS
SA	6 OCTETS	SOURCE ADDRESS
ETHERTYPE	2 OCTETS	0x886c (LINK CONTROL FRAME)
LSTYPE	2 OCTETS	=32769
LSLENGTH	2 OCTETS	NUMBER OF ADDITIONAL OCTETS STARTING WITH THE LSVERSION FIELD AND ENDING WITH THE SECOND(LAST) OCTET OF THE NEXT ETHERTYPE FIELD. LSLENGTH SHALL BE $>6$ FOR LSVERSION 0.
LSVERSION	1 OCTET	=0
VENDOR OUI	3 OCTETS	AN IEEE ASSIGNED ORGANIZATIONALLY UNIQUE IDENTIFIER
CONTROL DATA	1-65531 OCTETS	VENDOR SPECIFIC DATA
NEXT ETHERTYPE	2 OCTETS	= NEXT ETHERTYPE IF AN ENCAPSULATION FORMAT, OR 0 IF NO ENCAPSULATED FRAME
PAD	40-0 OCTETS	IF NEEDED TO MAKE MINIMUM SIZE FRAME. SHOULD BE ZERO.
FCS	4 OCTETS	

*FIG. 56*

CARRIER SENSE STATE	OUTPUT EVENTS
INIT	ENERGY<=0. ONLY START-OF-PREAMBLE EVENTS CHECKED.
IDLE	ONLY START-OF-PREAMBLE EVENTS CHECKED.
BUSY	ONLY END-OF-PREAMBLE EVENTS CHECKED.
TRANSMIT	ONLY START-OF-PREAMBLE EVENTS CHECKED(COLLISION DETECTION)

*FIG. 57*

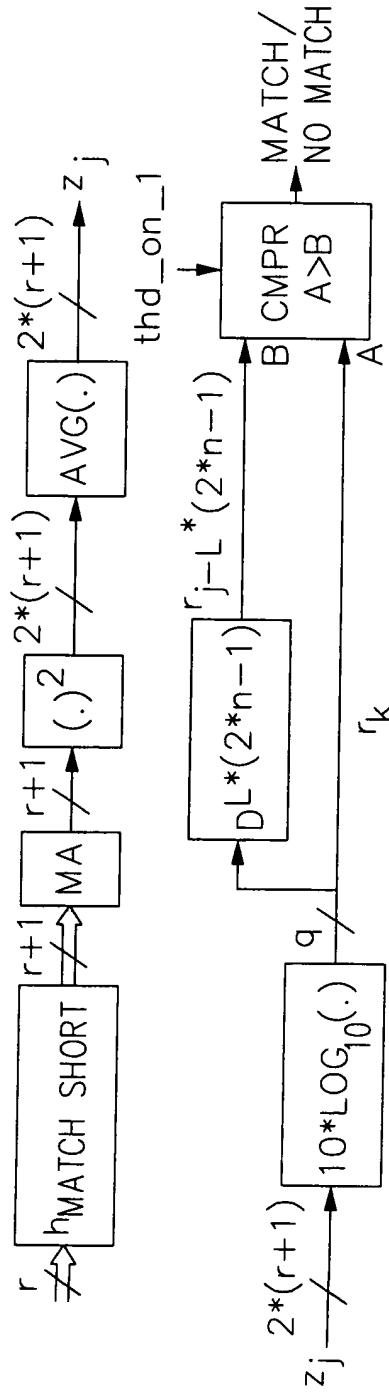
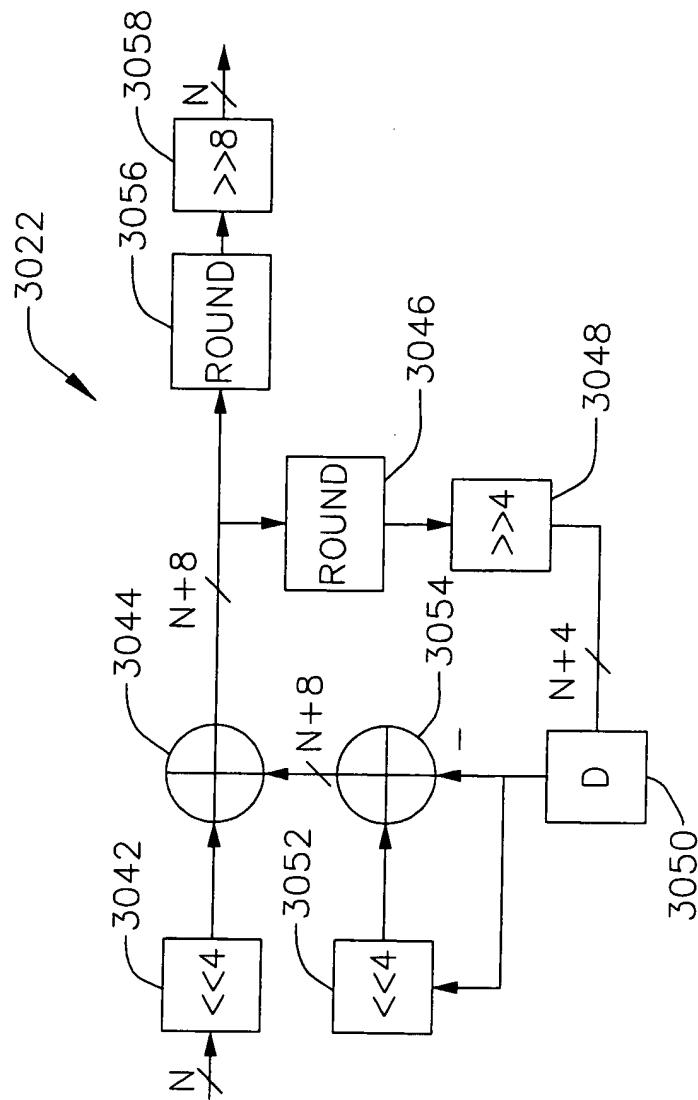


FIG. 58



*FIG. 59*

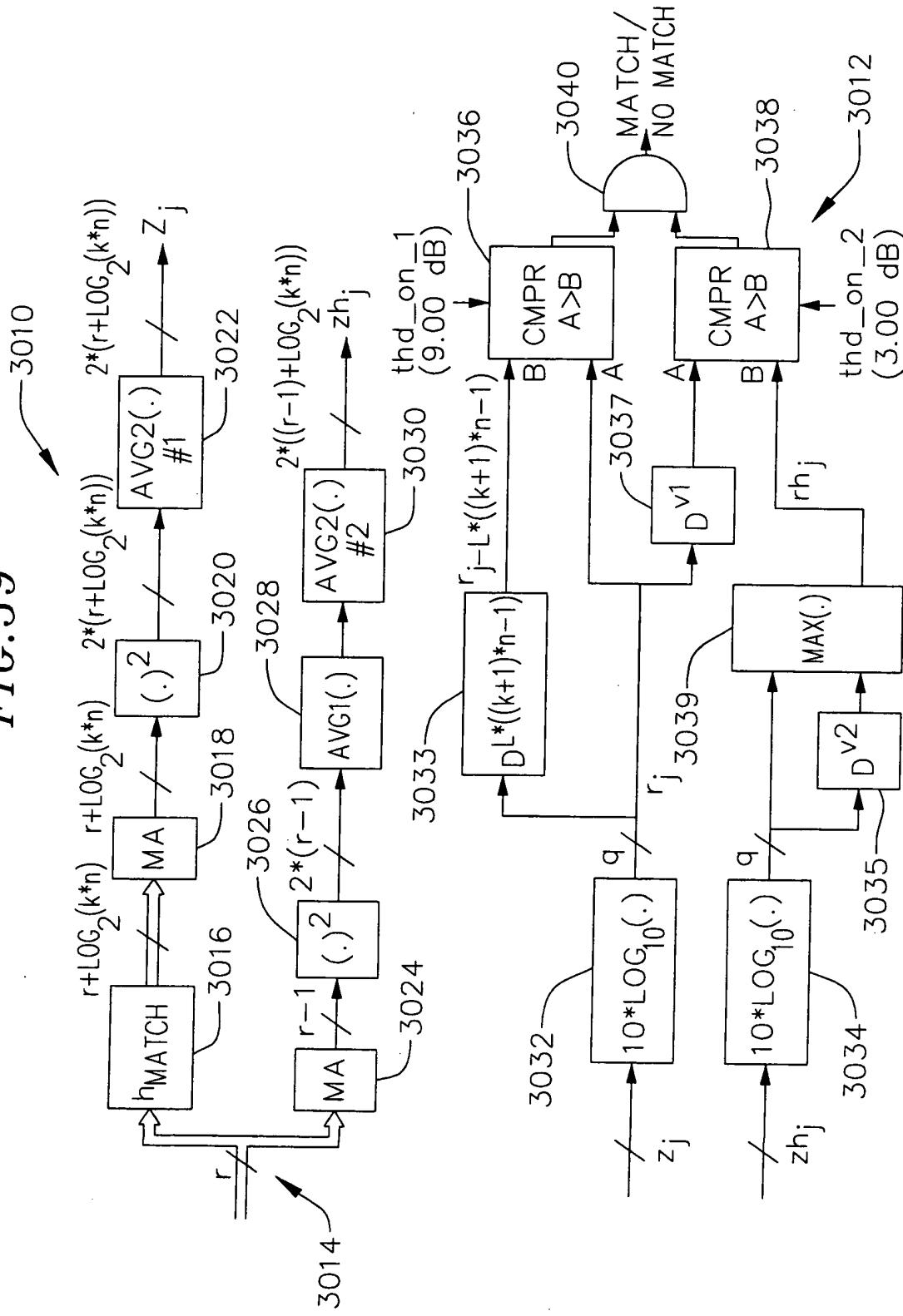


FIG. 60

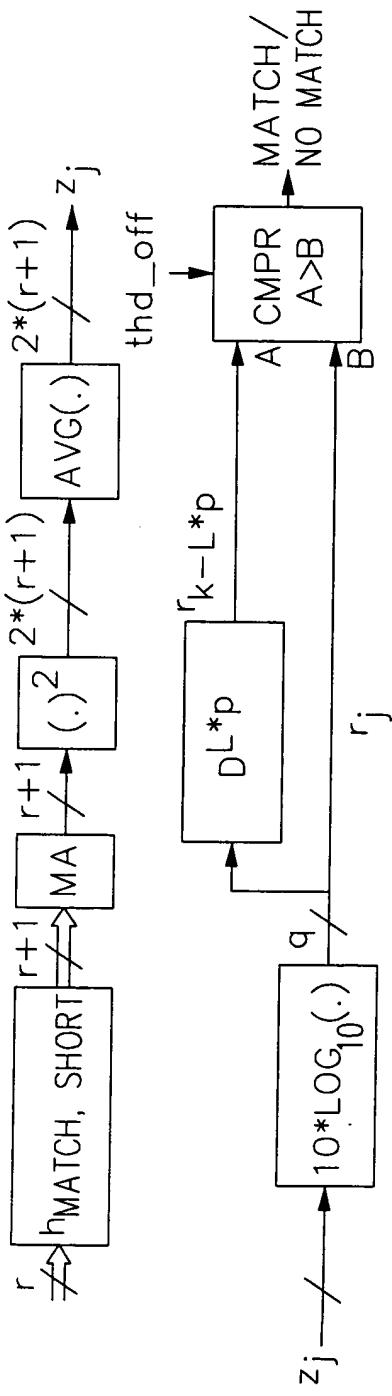
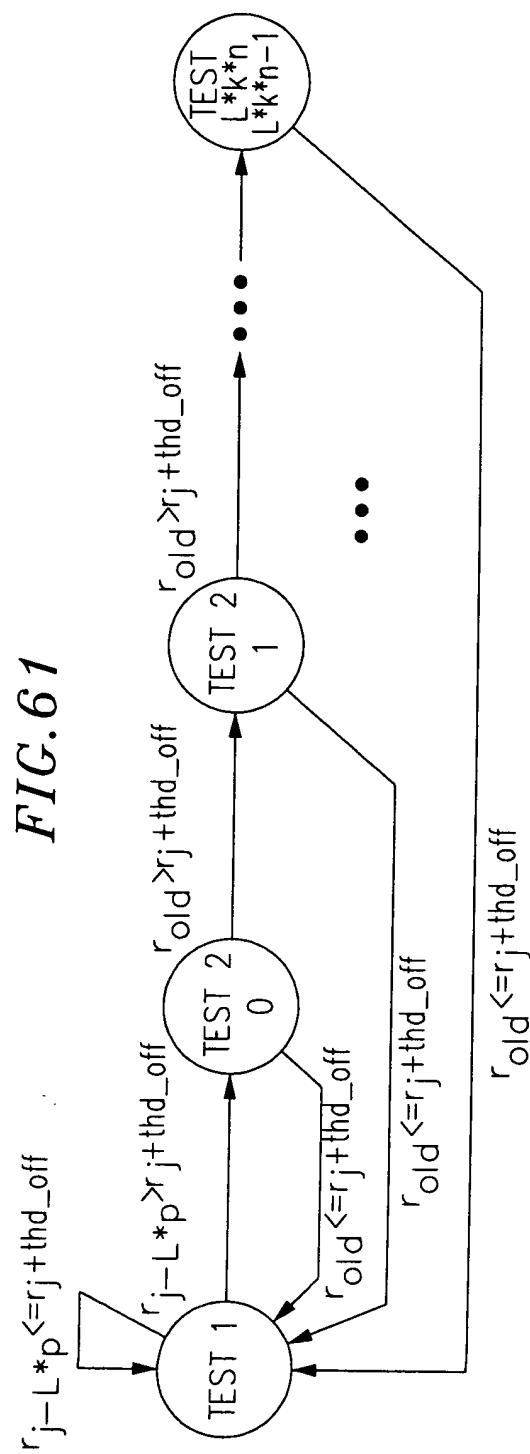


FIG. 61



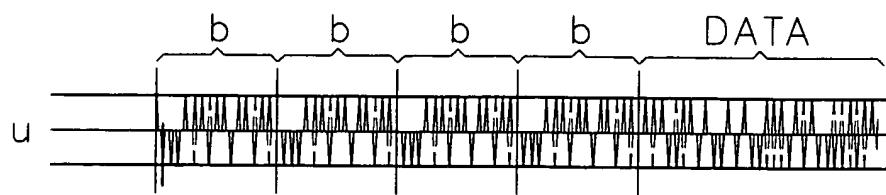
*FIG. 62a*

TABLE INDEX	TABLE VALUE (dB)
0	0.00
1	3.00
2	6.00
3	9.00
4	12.00
5	15.00
6	18.00
7	21.00
8	24.00
9	27.00
10	30.00
11	33.00
12	36.00
13	39.25
14	42.25
15	45.25
16	48.25
17	51.25
18	54.25
19	57.25
20	60.25
21	63.25
22	66.25
23	69.25
24	72.25
25	75.25
26	78.25
27	81.25
28	84.25
29	87.25
30	90.25
31	93.25

*FIG. 62b*

TABLE INDEX	TABLE VALUE (dB)
0	0.00
1	0.25
2	0.25
3	0.50
4	0.50
5	0.75
6	0.75
7	0.75
8	1.00
9	1.00
10	1.25
11	1.25
12	1.50
13	1.50
14	1.50
15	1.75
16	1.75
17	1.75
18	2.00
19	2.00
20	2.00
21	2.25
22	2.25
23	2.25
24	2.50
25	2.50
26	2.50
27	2.75
28	2.75
29	2.75
30	2.75
31	3.00

*FIG. 63a*



*FIG. 63b*



*FIG. 63c*

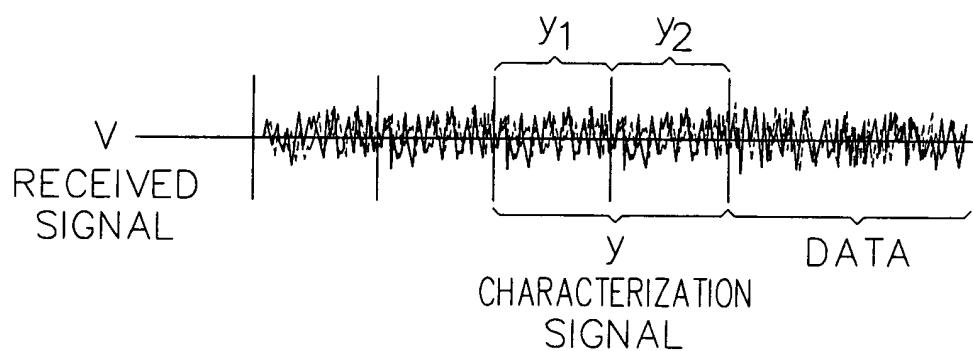


FIG. 64

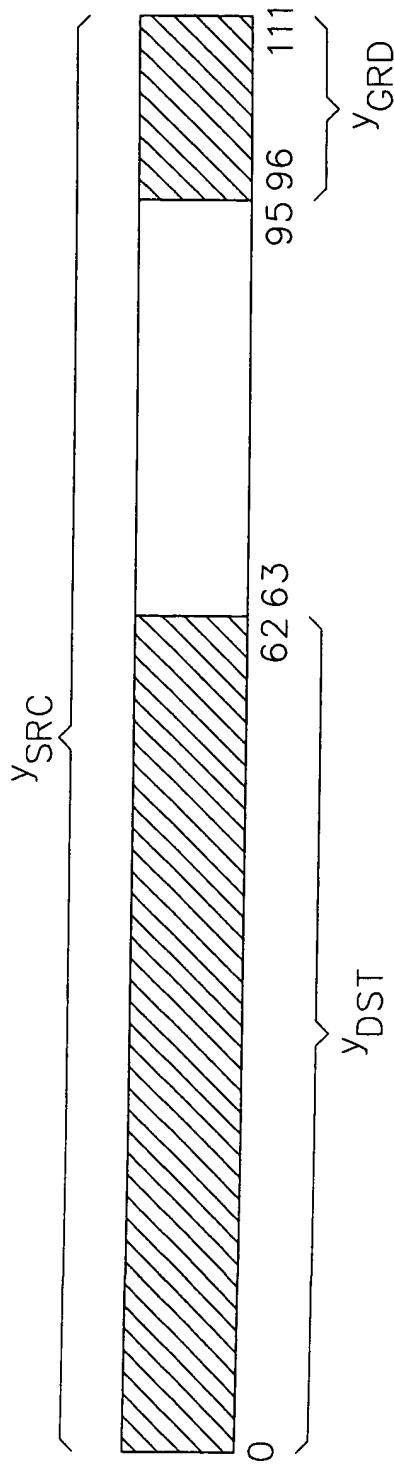
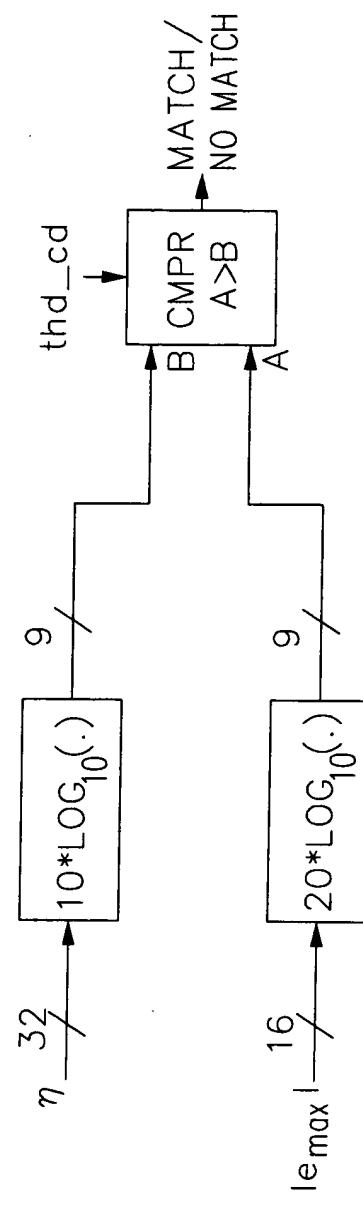


FIG. 65



*FIG. 66a*

TABLE INDEX	TABLE VALUE
0	0.00
1	6.00
2	12.00
3	18.00
4	24.00
5	30.00
6	36.00
7	42.25
8	48.25
9	54.25
10	60.25
11	66.25
12	72.25
13	78.25
14	84.25
15	90.25

*FIG. 66b*

TABLE INDEX	TABLE VALUE
0	0.00
1	0.50
2	1.00
3	1.50
4	2.00
5	2.25
6	2.75
7	3.25
8	3.50
9	4.00
10	4.25
11	4.50
12	4.75
13	5.25
14	5.50
15	5.75

FIG. 67

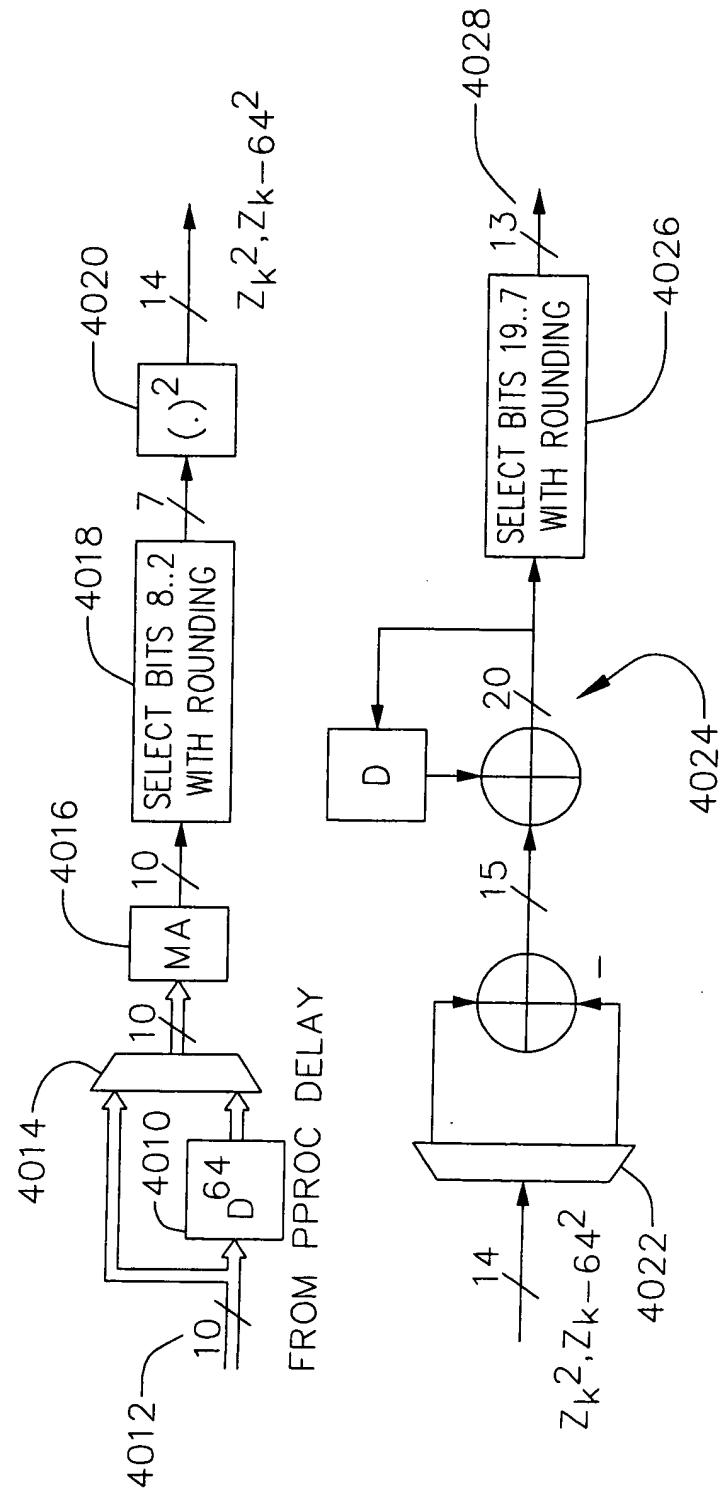


FIG. 68

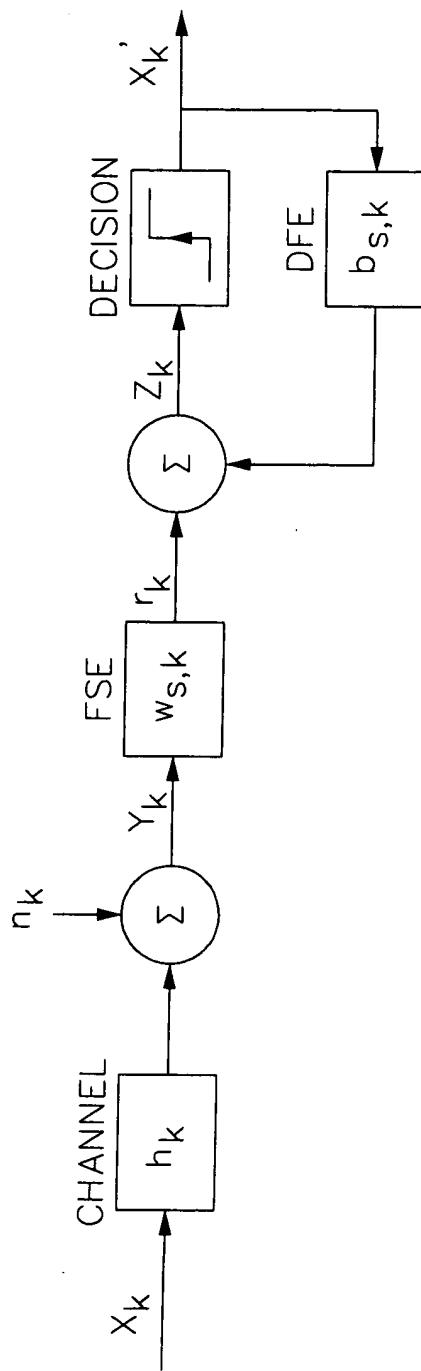


FIG. 69

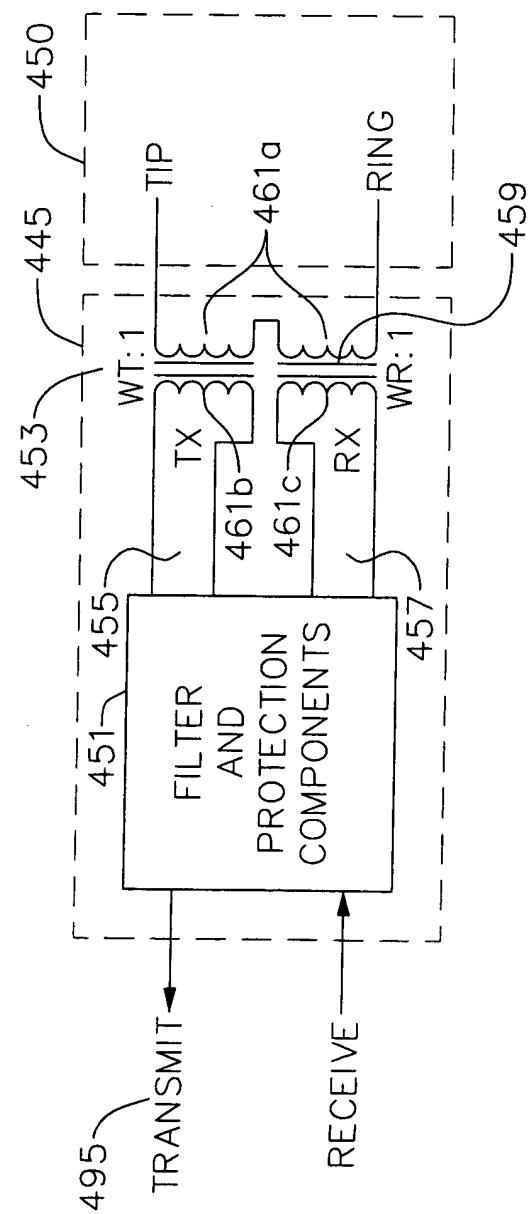
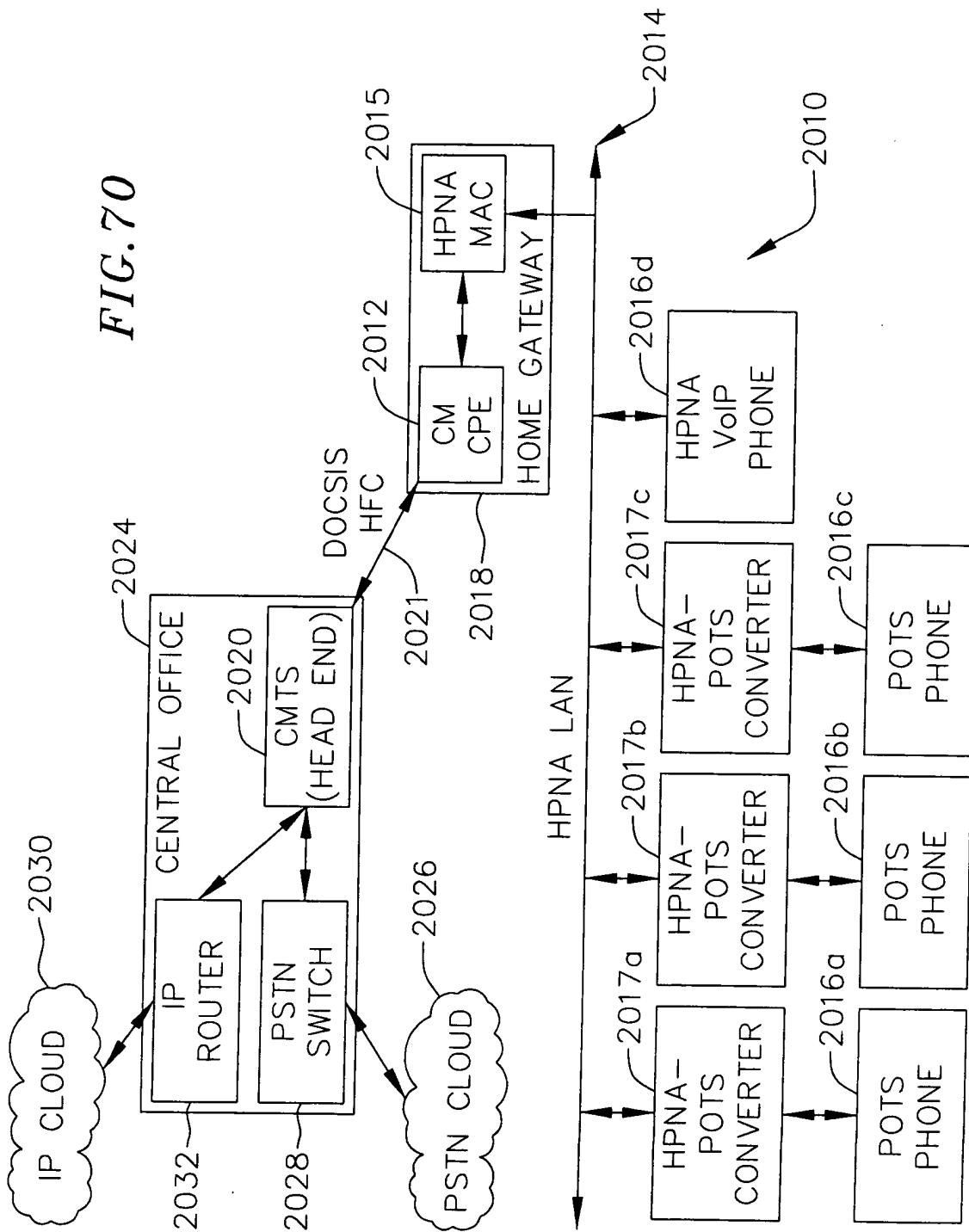
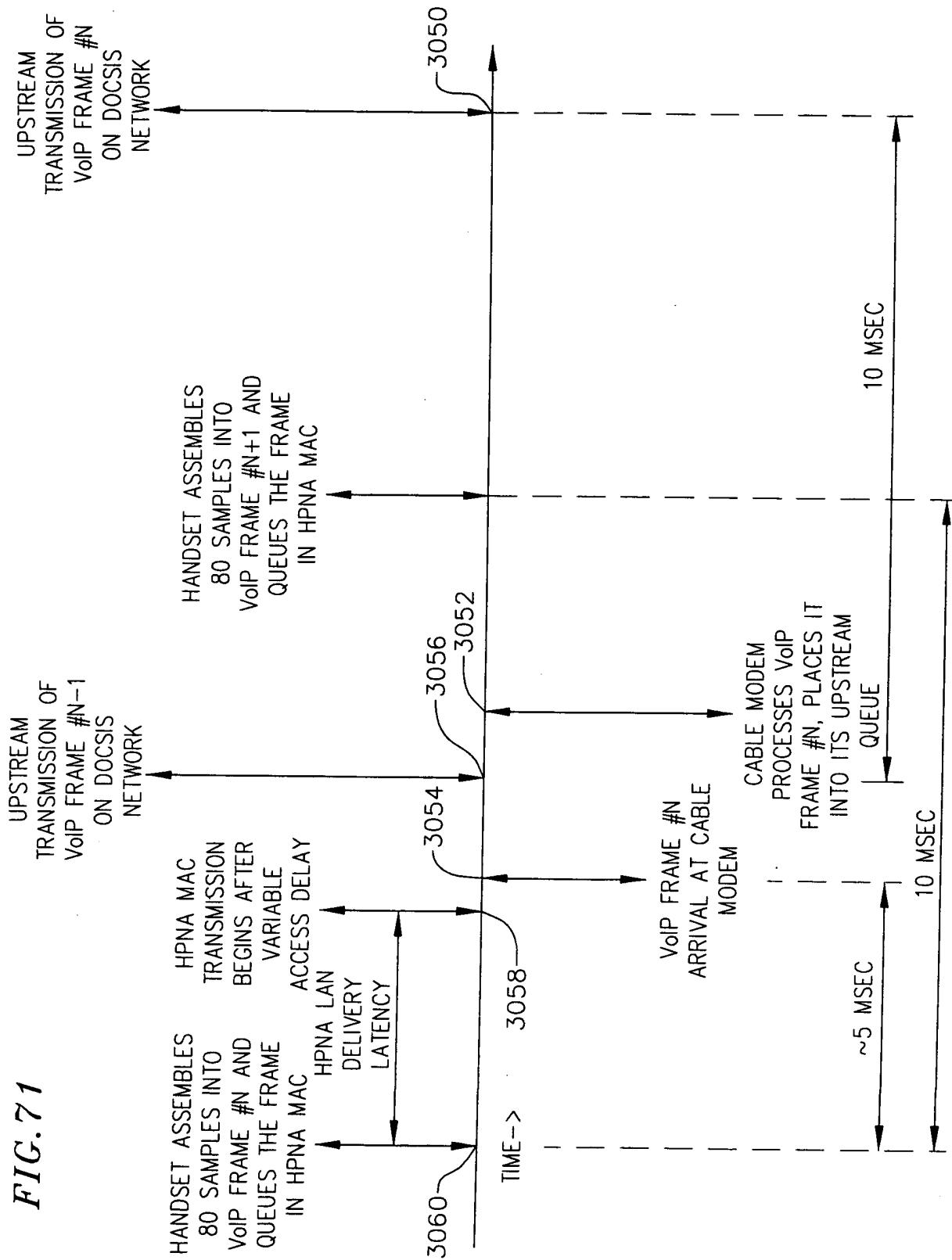


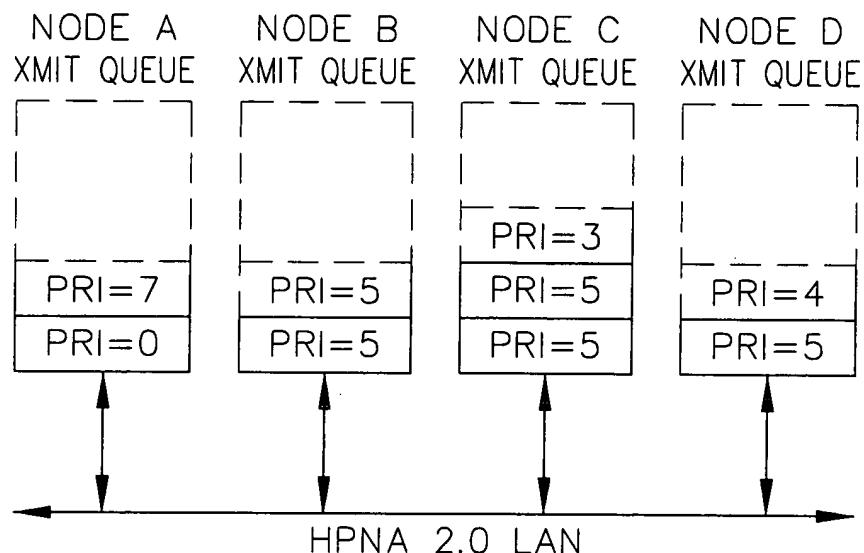
FIG. 70



**FIG. 71**



*FIG. 72a*



*FIG. 72b*

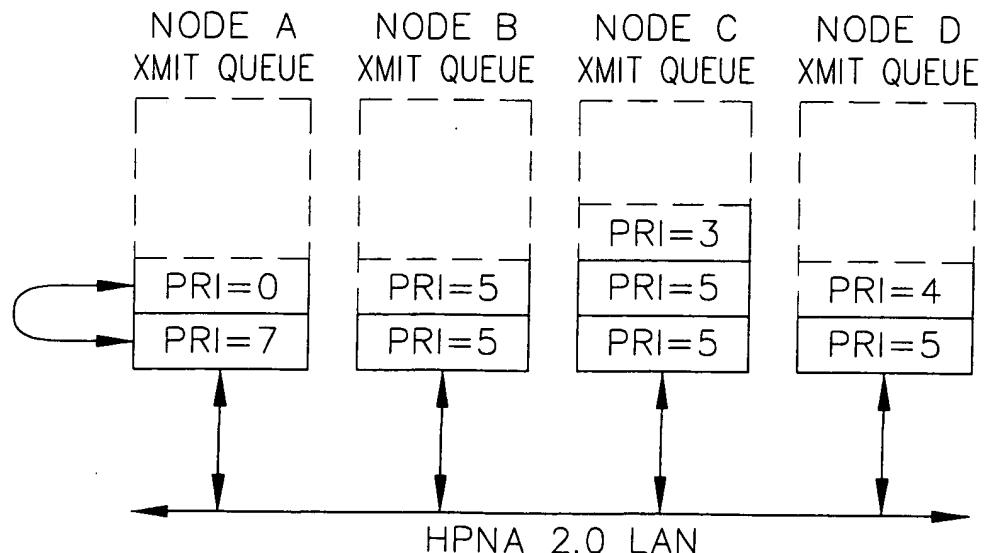
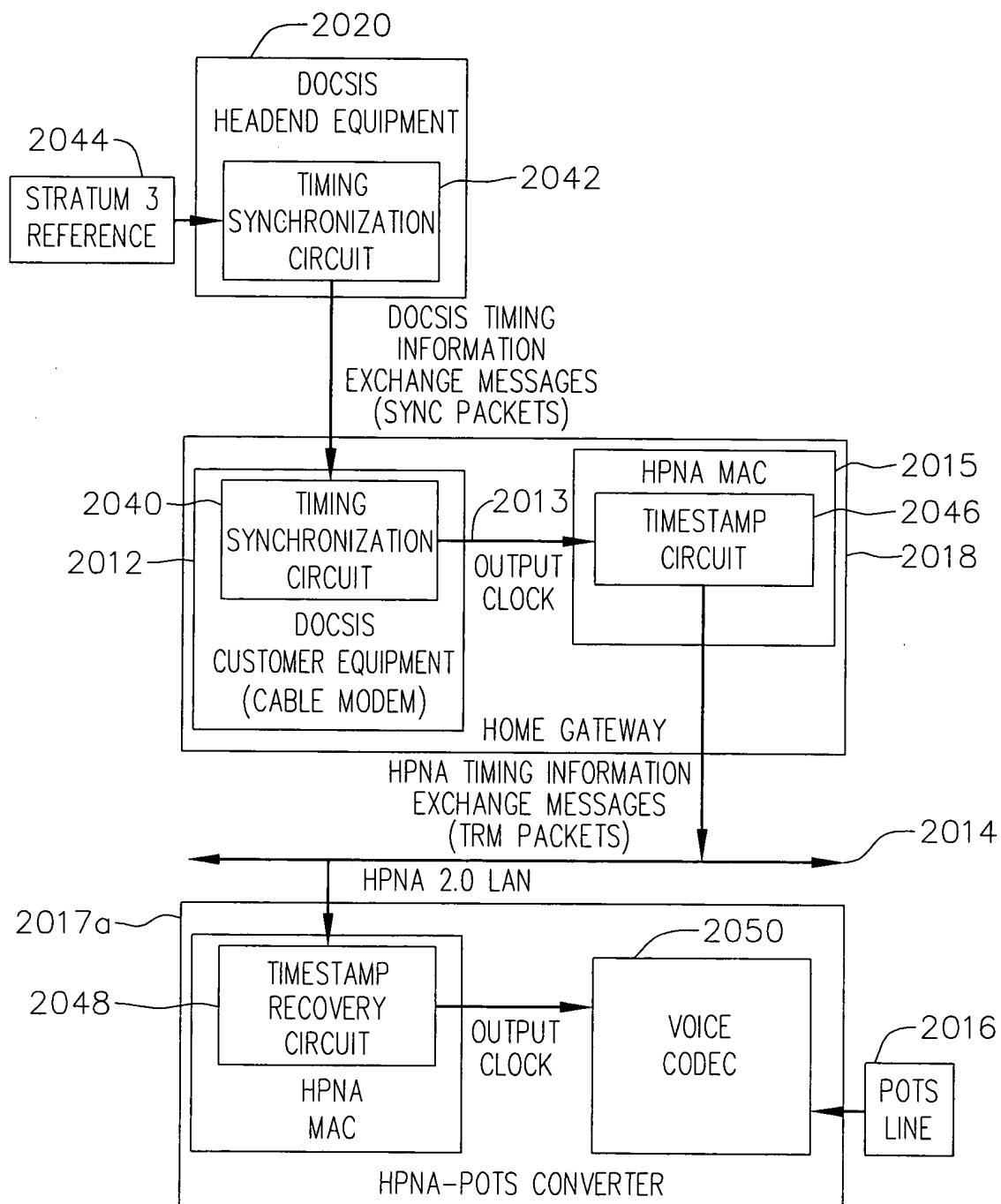


FIG. 73



**FIG. 74**

PARAMETER	UPSTREAM			DOWNSTREAM			
	"10E-6	91%	90%	CASE	"10E-6	91%	90%
ACCESS DELAY	3.1	1.3	1.3		3.1	1.3	1.3
COLLISION RESOLUTION	2.7	2.7	0.8		2.7	2.7	0.8
3 UP, 1 DOWN	2.1	1.0	1.0		2.1	1.0	1.0
LAST UP	0.5	0.3	0.3		0.5	0.3	0.3
COLLISION RESOLUTION	0.8	0.8	0.8		0.8	0.8	0.8
3 UP, 1 DOWN	2.1	1.0	1.0		2.1	1.0	1.0
LAST UP	0.5	0.3	0.3		0.5	0.3	0.3
3 DOWN					1.5	0.8	0.8
3 DOWN					1.5	0.8	0.8
TOTAL LATENCY	11.8	7.4	5.5		14.9	8.9	7.1

10E-6 CASE IS 10E-6 CRA ONCE OF TWO TRIES IN HOMES WITH MAXIMUM 4MBITS/SEC RAW RATE

91% CASE IS 10E-6 CRA ONCE OF TWO TRIES IN HOMES WITH MINIMUM 10MBITS/SEC RAW RATE

90% CASE IS 10E-1 CRA TWICE IN TWO TRIES IN HOMES WITH MINIMUM 10MBITS/SEC RAW RATE

VALUES IN THE TABLE ABOVE ARE IN MILLISECONDS.

OVERHEADS:						LINEAR	5	5	5
						PCM	NODES	NODES	NODES
IFG	PER	FRAME	LARQ	RTP_H	FRAME				
	COLL	HDR	HDR	DR	SIZE	10E-6	10E-1	CRA	CRA
0.018	0.206	0.07	8	40	160	13	4	2	2
MSEC	MSEC	MSEC	BYTES	BYTES	BYTES	COLLISIONS	COLLISIONS	COLLISIONS	

FRAME HEADER INCLUDES PREAMBLE, FC, DA, SA, T/L, EOF

*FIG. 75*

PARAMETER	UPSTREAM			DOWNSTREAM		
	"10E-6 CASE	91% CASE	90% CASE	"10E-6 CASE	91% CASE	90% CASE
ACCESS DELAY	3.1	1.3	1.3	3.1	1.3	1.3
COLLISION RESOLUTION	0.4	0.4	0.4	0.4	0.4	0.4
3 UP, 1 DOWN	1.4	0.8	0.8	1.4	0.8	0.8
LAST UP	0.5	0.3	0.3	0.5	0.3	0.3
COLLISION RESOLUTION	0.0	0.0	0.0	0.0	0.0	0.0
3 UP, 1 DOWN	0.0	0.0	0.0	0.0	0.0	0.0
LAST UP	0.0	0.0	0.0	0.0	0.0	0.0
3 DOWN				1.1	0.6	0.6
3 DOWN				0.0	0.0	0.0
TOTAL LATENCY	5.5	2.7	2.7	6.5	3.3	3.3

*Fig. 76*

<u>Field</u>	<u>Length</u>	<u>Meaning</u>
DA	6 octets	Destination Address
SA	6 octets	Source Address
Ethertype	2 octets	(TBD) = VOHN Link Control Frame - new IEEE assignment
Type	2 octets	1 = Timestamp Sync Message
Length	2 octets	= 4
Version	2 octets	= 0
SeqNum	2 octets	Timestamp Sync Message Sequence Number
Pad		Any value octet
FCS	4 octets	Frame Check Sequence

*Fig.77(1)*

<u>Field</u>	<u>Length</u>	<u>Meaning</u>
DA	6 octets	Destination Address
SA	6 octets	Source Address
Ethertype	2 octets	(TBD) = VOHN Link Control Frame - new IEEE assignment
Type	2 octets	2 = Timestamp Report Message
Length	2 octets	Number of additional octets in the signaling frame, starting with Version field and ending with the last octet of the Data Payload field. Minimum is 2.
Version	2 octets	= 0
TSMSeqNum	2 octets	Sequence number of TSM to which the Timestamp in this message is applicable.
Timestamp	4 octets	Timestamp of a previously transmitted Timestamp Report Message, corresponding to TSMSeqNum.
Frequency	2 octets	Resolution of the timestamp and Gtimestamp fields, in ticks/1.000ms. For example, value 32768 corresponds to one clock tick at 32.768Mhz, in which the LSB of the Timestamp corresponds to a time of 0.030517578125μsec. The Timestamp will rollover every 131 seconds = 2.2 minutes
NumGrants	2 octets	Number of Grant Timestamps specified in the payload of this control message. NumGrants may be zero. Each grant timestamp is accompanied by a Line ID and Call ID field. Including the Grant Timestamp, the total for each grant timestamp is 8 bytes.

Fig. 77(2)

Line ID	2 octets	Identifier of the Line termination associated with the immediately following GTimestamp.
Call ID	2 octets	Identifier of the call instance on the Line termination associated with the immediately following GTimestamp.
GrantTimestamp	4 octets	Grant Timestamp corresponding to the immediately preceding Line ID. This is the time at which the Proxy Gateway wishes to receive a future constant bit rate service flow packet in order to minimize delivery latency to subsequent delivery to a synchronous network. The time value corresponds to the time at the timing master. Additional packets for the identified service flow are expected to arrive at periodic intervals measured from this time.
...		additional instances of {Line ID, Call ID, Grant Timestamp} field tuples
Pad		Any value octet
FCS	4 octets	Frame Check Sequence

*Fig. 7B*

PIN NAME	CM-side Function (HPNA timing master)		Handset Function (HPNA timing slave)	
DPLL_REF_CLK	DPLL input clock	IN		
Grant[4]	Grant Present Indication	IN		
Grant[3]	Grant SID Value[3]	IN		
Grant[2]	Grant SID Value[2]	IN		
Grant[1]	Grant SID Value[1]	IN		
Grant[0]	Grant SID Value[0]	IN		
V_CLK_OUT			DPLL output clock	OUT
GPI[0]			Grant Present Indication[0]	OUT
GPI[1]			Grant Present Indication[1]	OUT

Fig. 79

PIN NAME	CM-side Function (HPNA timing master)		Handset Function (HPNA timing slave)	
DPLL_REF_CLK	DPLL input clock	IN		
Grant[4]	Grant Present Indication	IN		
Grant[3]	Grant SID Value[3]	IN		
Grant[2]	Grant SID Value[2]	IN		
Grant[1]	Grant SID Value[1]	IN		
Grant[0]	Grant SID Value[0]	IN		
V_CLK_OUT			DPLL output clock	OUT
Frame[0]			Frame boundary marker[0]	OUT
Frame[1]			Frame boundary marker[1]	OUT

**FIG.80**

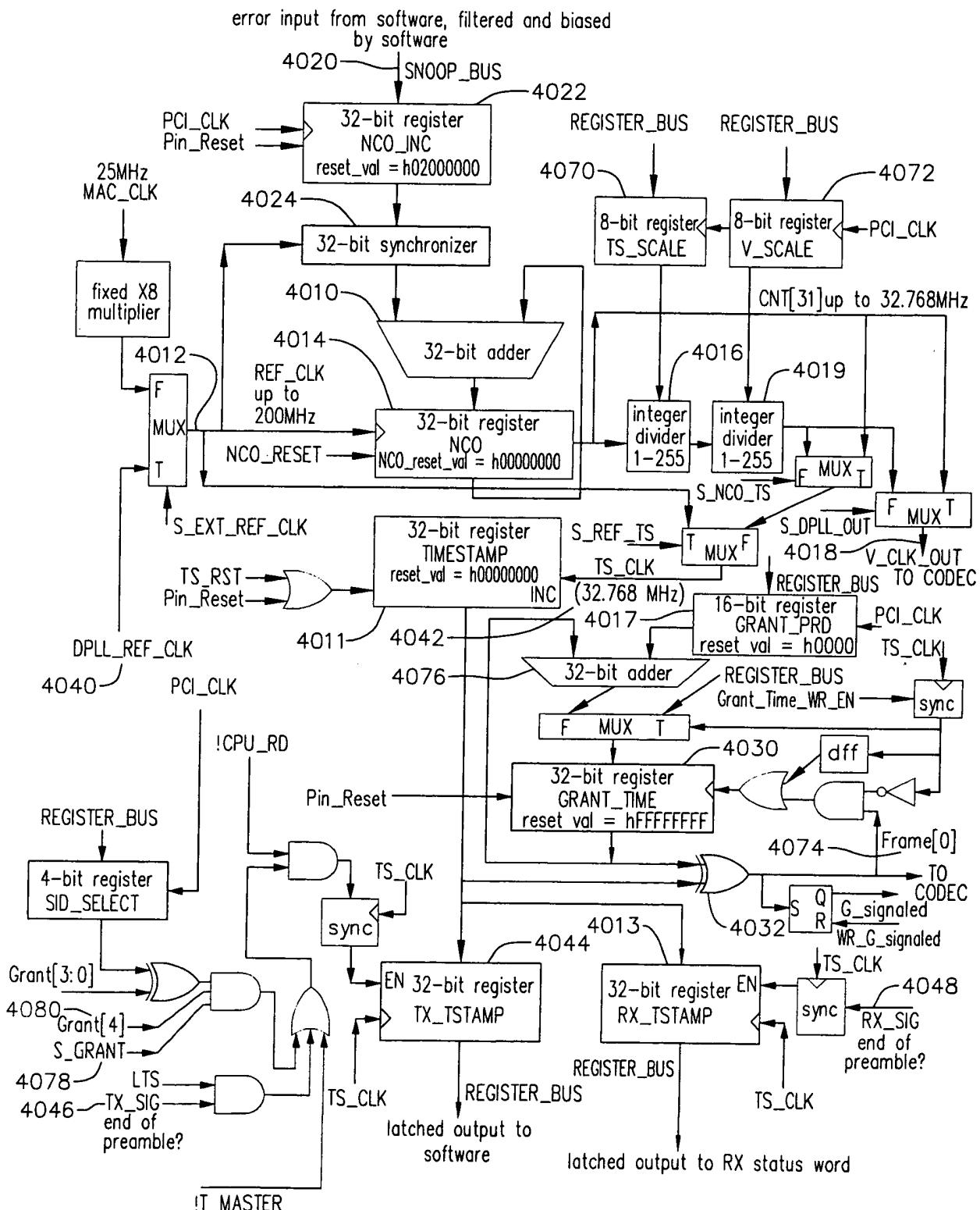
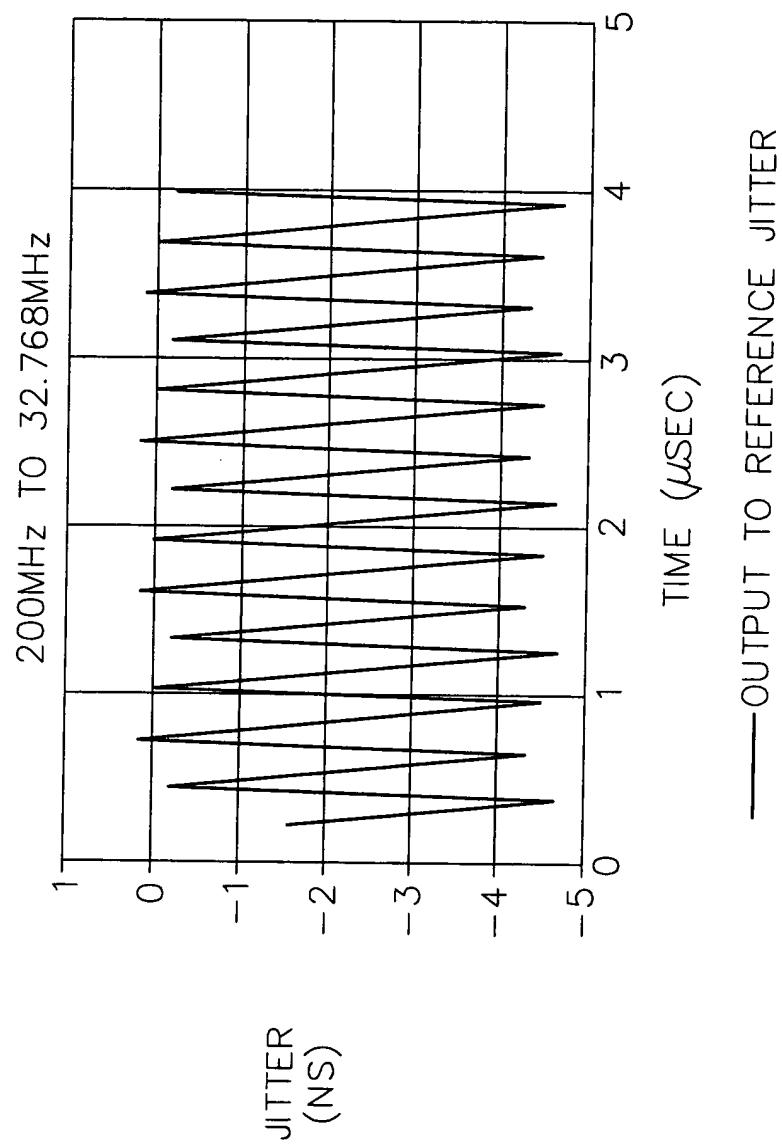
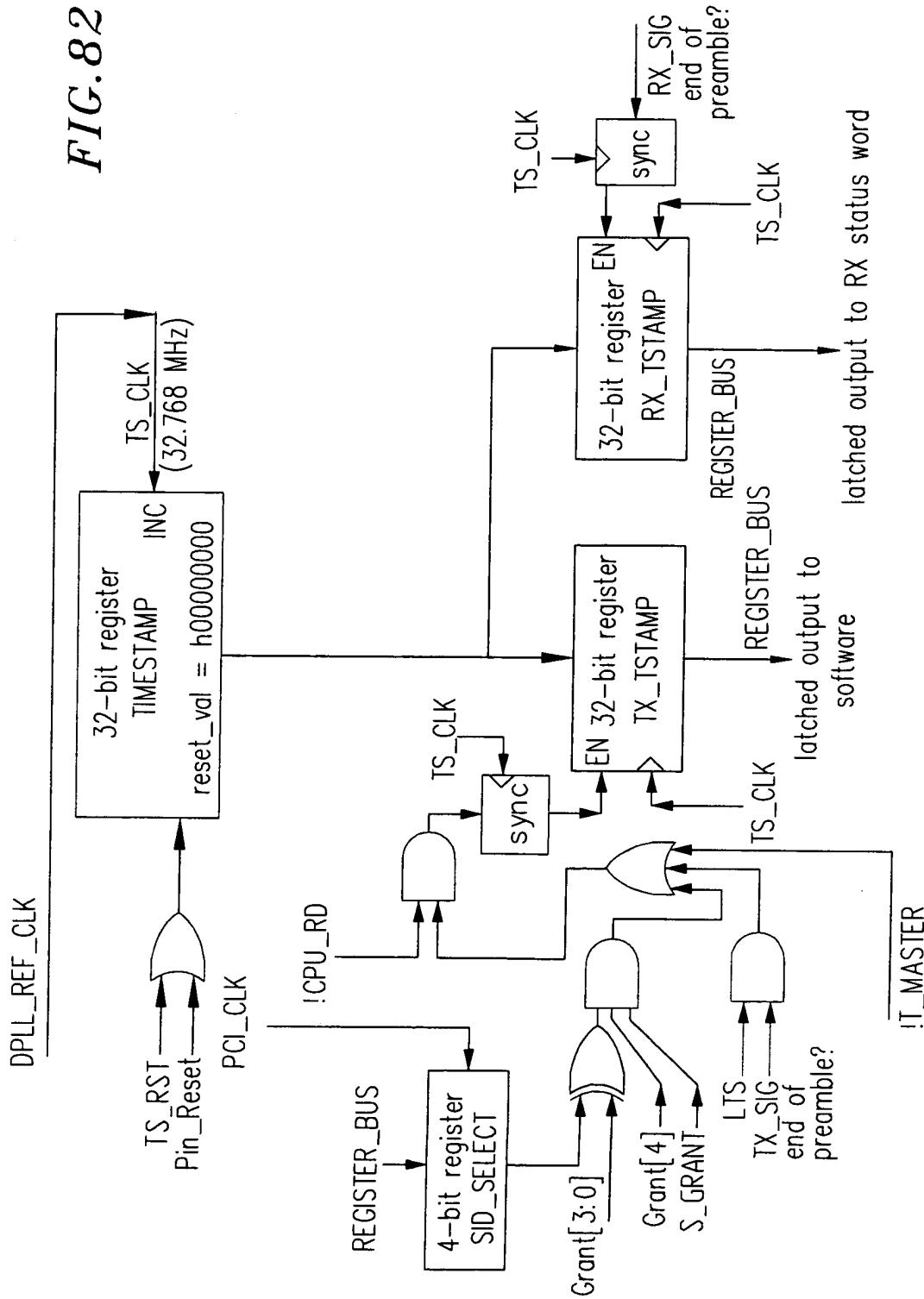


FIG. 81



*FIG. 82*



*Fig. 83a*

PIN NAME	CM-side Function (HPNA timing master)		Handset Function (HPNA timing slave)	
DPLL_REF_CLK	Timestamp input clock	IN	Timestamp input clock	
Grant[4]	Grant Present Indication	IN	NA	
Grant[3]	Grant SID Value[3]	IN	NA	
Grant[2]	Grant SID Value[2]	IN	NA	
Grant[1]	Grant SID Value[1]	IN	NA	
Grant[0]	Grant SID Value[0]	IN	NA	

*Fig. 83b*

Bit locations	Field name	Description
7-3	Reserved	
2	TsReset	When set to 1, forces timestamp register to value of 0x00000000. When set to 0, allows timestamp register to increment by one for each detected DPLL_REF_CLK rising edge.
1	SGrant	When set to 1, causes timestamp to be latched into txTimeStampHigh and txTimeStampLow registers whenever the value of tscSID matches the value of input pins Grant[3:0] and Grant[4] is asserted. When set to 0, disables txTimeStampHigh and txTimeStampLow latching under the stated conditions.
0	TMaster	When set to 1, enables txTimestampHigh and txTimestampLow registers to be latched with timestamp values at times determined by frame transmissions (through the LTS descriptor bit) or grant events (through the sGrant descriptor bit). When set to 0, enables txTimestampHigh and txTimestampLow registers to be latched with timestamp values at times determined by txTimeStampHigh and txTimeStampLow register read accesses.

Default value of this register is 0x05

Bit locations	Field name	Description
7-4	Reserved	
3-0	SID	SID value that is to be matched by Grant[3:0] pins in order to cause a grant timestamp value to be latched. When the Grant[3:0] pins match the SID value and the Grant[4] input is 1 and the sGrant register bit is 1, then the current timestamp value will be latched into the txTimeStampHigh and txTimeStampLow registers.

Default value of this register is 0x00

*Fig. 83c*

*Fig. 83d*

Bit locations	Field name	Description
15-0	txTimeStampLow	Least significant 16 bits of the latched tx timestamp value

Default value of this register is undefined.

*Fig. 83e*

Bit locations	Field name	Description
15-0	txTimeStampHigh	Most significant 16 bits of the latched tx timestamp value

Default value of this register is undefined.

*Fig. 83f*

Bit locations	Field name	Description
15-0	rxTimeStampLow	Least significant 16 bits of the latched rx timestamp value

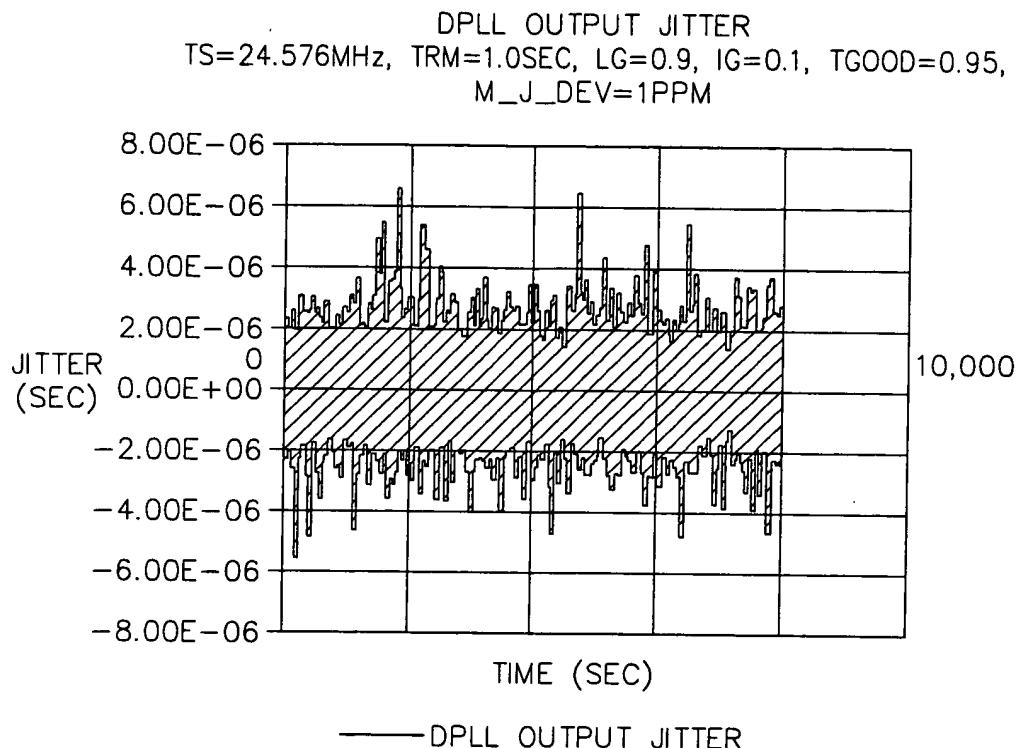
Default value of this register is undefined.

*Fig. 83g*

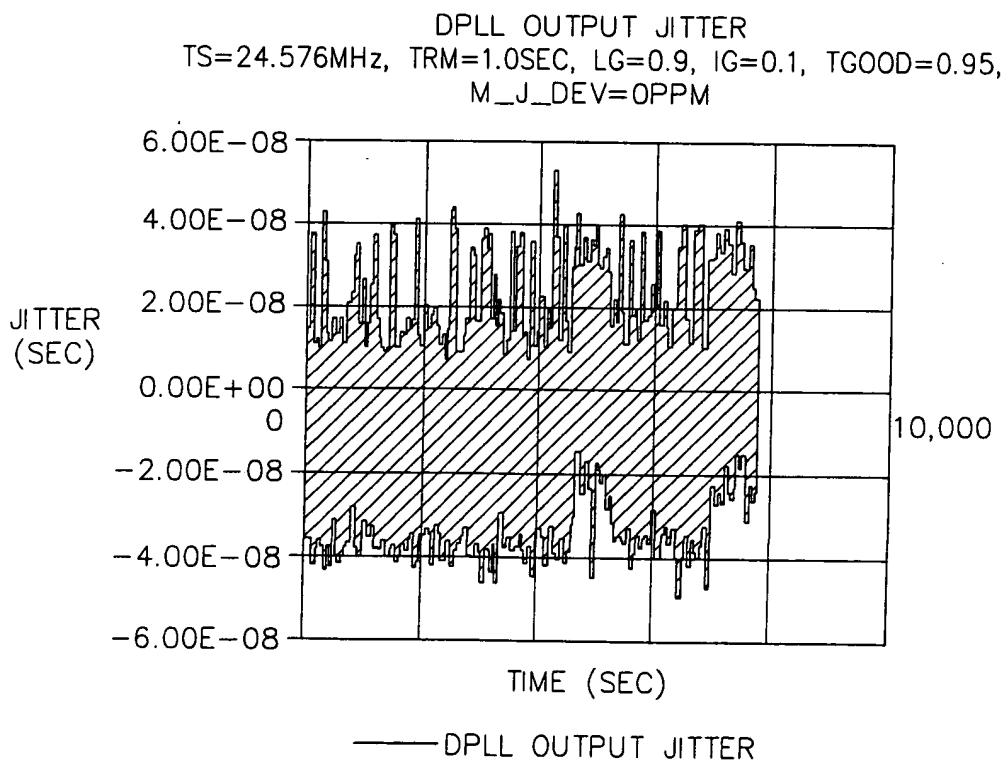
Bit locations	Field name	Description
15-0	rxTimeStampHigh	Most significant 16 bits of the latched rx timestamp value

Default value of this register is undefined.

**FIG. 84a**



**FIG. 84b**



*Fig. 85(1)*

<u>Field</u>	<u>Length</u>	<u>Meaning</u>
DA	6 octets	Destination Address (FF.FF.FF.FF.FF.FF)
SA	6 octets	Source Address
Ethertype	2 octets	0x886c (HPNA Link Control Frame)
SSType	1 octet	= TBD
SSLength	1 octet	Number of additional octets in the control header, starting with the SSVersion field and ending with the second (last) octet of the Next EtherType field. Minimum is 16.
SSVersion	1 octet	= 0
TRM_type	1 octet	Value of x00 means that this is a TRM containing a valid timestamp. Value of x01 means that the master does not have a valid clock and slaves should give local indication that they are no longer locked to a master reference. Value of x80 means that this is a TQM. Value of x81 means that this is a TSM. All other values are reserved.
TRMSeqNum	2 octets	Timestamp Report Message Sequence Number for this message. Sequence number of x0000 indicates an initial TRM, implying that Timestamp and PrevTRMSeqNum are both invalid.
PrevTRMSeqNum	2 octets	Sequence number of TRM to which the Timestamp in this message is applicable. The value of PrevTRMSeqNum is not necessarily equal to TRMSeqNum minus one. PrevTRMSeqNum is set to x0000 for the first TRM of a TRM pair.

*Fig. 85(2)*

<u>Field</u>	<u>Length</u>	<u>Meaning</u>
Timestamp	4 octets	Timestamp of a previously transmitted Timestamp Report Message, corresponding to PrevTRMSeqNum. The LSBit of the Timestamp corresponds to a time of $0.030517578125\mu\text{sec}$ = one clock tick at 32.768MHz. The Timestamp will rollover every 131 seconds = 2.2 minutes.
NumSlots	1 octet	Number of Slot Timestamps specified in the payload of this control message. NumSlots may be zero. Each Slot Timestamp is accompanied by a MACAddr, and Channel_ID field. Including the Slot Timestamp, each Slot Timestamp is 12 bytes long.
PAD_0	3 octets	Padding to align to a 32-bit boundary. Always present, even when NumSlots has the value of 0.
MACAddr	6 octets	MAC Address associated with the immediately following Channel_ID and STimestamp.
Channel_ID	2 octets	Identifier for a channel associated with the immediately preceding MACAddr.
STimestamp	4 octets	Slot Timestamp corresponding to the immediately preceding Channel_ID. This is the time at which the TRM sender wishes to receive a future constant bit rate service flow packet in order to minimize overall latency of delivery to a synchronous network. The time value corresponds to the time at the timing master. Additional packets for the identified service flow are expected to arrive at periodic intervals measured from this time. The LSBit of the STimestamp corresponds to a time of $0.030517578125\mu\text{sec}$ = one clock tick at 32.768MHz.
MACAddr	6 octets	MAC Address associated with the immediately following Channel-ID and STimestamp.
Channel_ID	2 octets	Identifier for a channel associated with the immediately following Channel_ID and STimestamp.

*Fig. 85(3)*

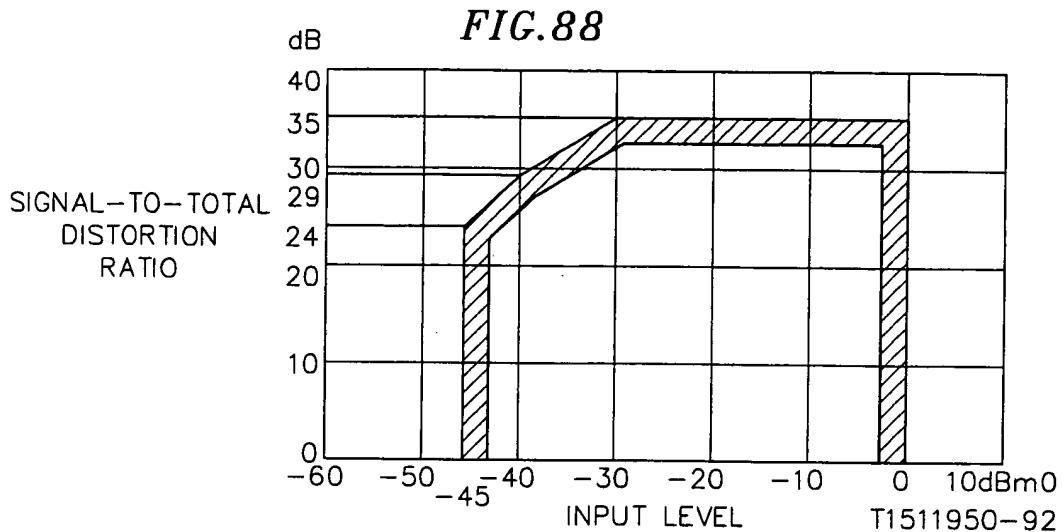
<u>Field</u>	<u>Length</u>	<u>Meaning</u>
STimestamp	4 octets	Slot Timestamp corresponding to the immediately preceding Channel_ID. This is the time at which the TRM sender wishes to receive a future constant bit rate service flow packet in order to minimize overall latency of delivery to a synchronous network. Additional packets for the identified service flow are expected to arrive at periodic intervals measured from this time. The LSBit of the STimestamp corresponds to a time of $0.030517578125\mu\text{sec}$ = one clock tick at 32.768 MHz.
...		[additional instances of MACAddr, Channel_ID and Gtimestamp fields, until the number of Gtimestamp fields equals NumGrants]
Next Ethertype	2 octets	= 0
Pad	max (0, 44-SSLength octets)	Any value octet
FCS	4 octets	

*Fig. 86*

<u>Field</u>	<u>Length</u>	<u>Meaning</u>
DA	6 octets	Destination Address (FF.FF.FF.FF.FF.FF)
SA	6 octets	Source Address
Ethertype	2 octets	0x886c (HPNA Link Control Frame)
SSType	1 octet	= 6
SSLength	1 octet	Number of additional octets in the control header, starting with the SSVersion field and ending with the second (last) octet of the Next EtherType field. Minimum is 4.
SSVersion	1 octet	= 0
TRM_type	1 octet	Value of x80 means that this is a TQM.
Next EtherType	2 octets	= 0
Pad	MIN(0, 4 - SSLength) octets	Any value octet
FCS	4 octets	

*Fig. 87*

<u>Field</u>	<u>Length</u>	<u>Meaning</u>
DA	6 octets	Destination Address (FF.FF.FF.FF.FF.FF)
SA	6 octets	Source Address
Ethertype	2 octets	0x886c (HPNA Link Control Frame)
SSType	1 octet	= 6
SSLength	1 octet	Number of additional octets in the control header, starting with the SSVersion field and ending with the second (last) octet of the Next EtherType field. Minimum is 4.
SSVersion	1 octet	= 0
TRM_type	1 octet	Value of x81 means that this is a TSM.
Next EtherType	2 octets	= 0
Pad	MIN(0, 4 - SSLength) octets	Any value octet
FCS	4 octets	



**FIG.89a**

INPUT LEVEL	UNIFORM QUANTIZER + COMPANDER SNR	THE REQUIRED SNR FOR THE ADC/DAC
0dBm	38.43dB	60dB
-30dBm	35.50dB	54dB
-40dBm	30.09dB	44dB

**FIG.89b**

INPUT LEVEL	G.712 SNR SPEC	THE TOTAL SNR WITH UNIFORM QUANTIZER+COMPANDER+JITTER CLOCK
0dBm	35dB	38.32dB (60dB ADC/DAC SNR IS USED)
-30dBm	35dB	35.42dB (54dB ADC/DAC SNR IS USED)
-40dBm	29dB	30.05dB (44dB ADC/DAC SNR IS USED)

**FIG.89c**

INPUT LEVEL	G.712 SNR SPEC	THE TOTAL SNR WITH UNIFORM QUANTIZER+COMPANDER+JITTER CLOCK
0dBm	35dB	38.38dB (60dB ADC/DAC SNR IS USED)
-30dBm	35dB	35.26dB (54dB ADC/DAC SNR IS USED)
-40dBm	29dB	30.03dB (44dB ADC/DAC SNR IS USED)

FIG. 90

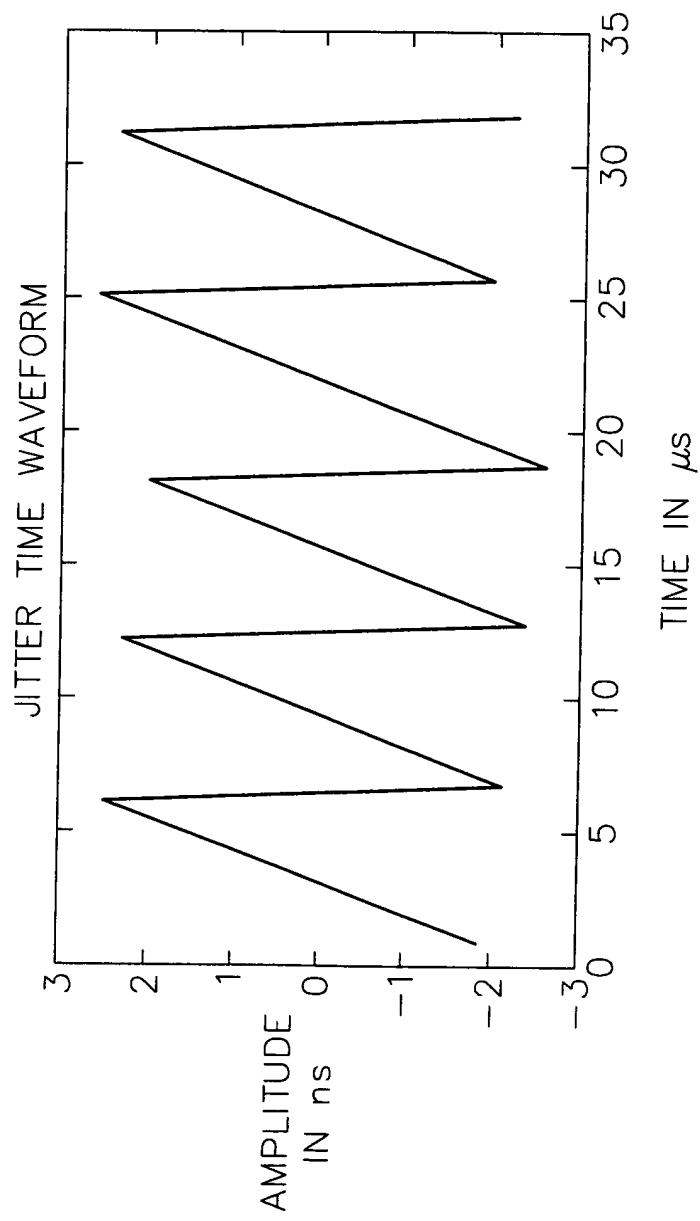


FIG. 91

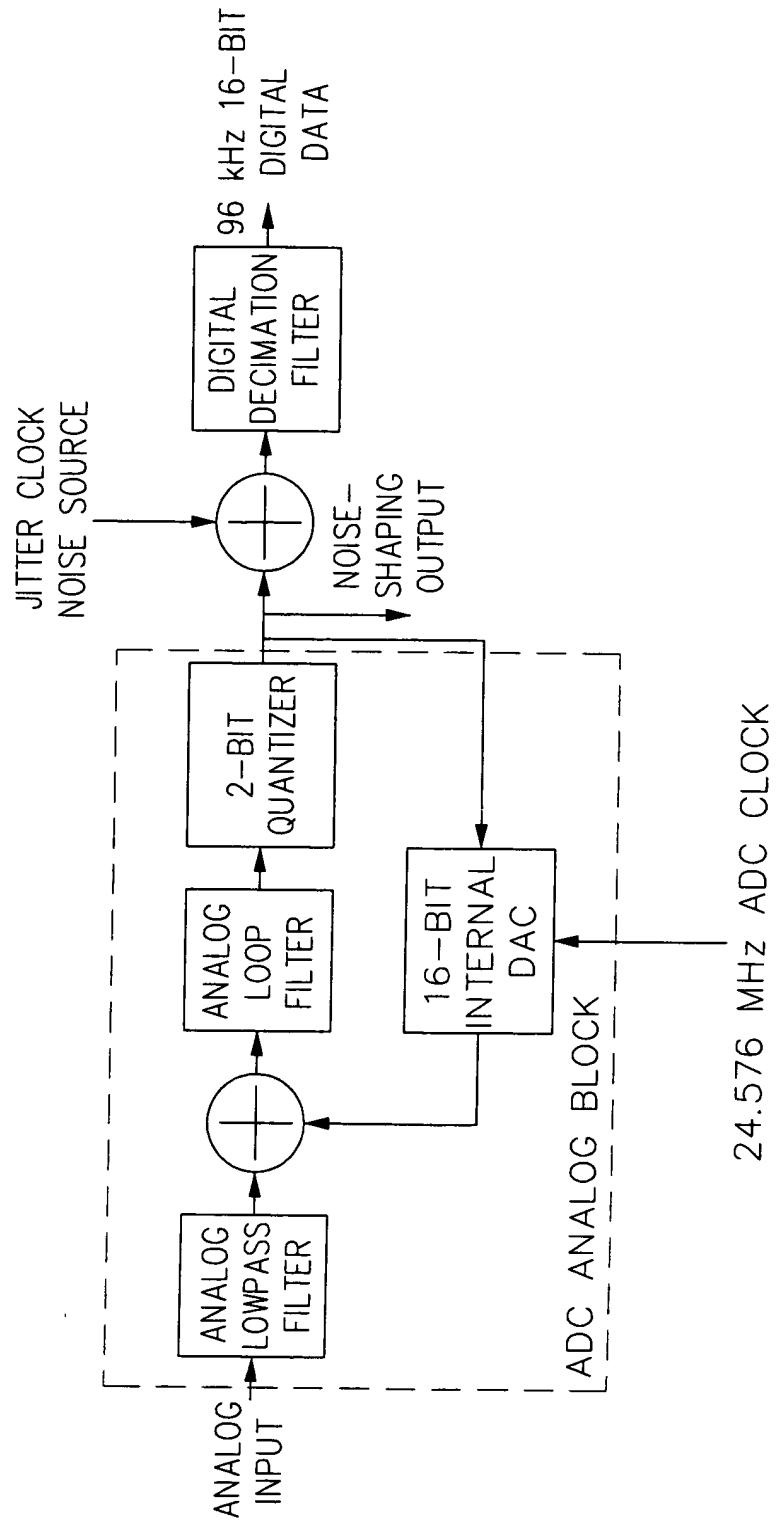
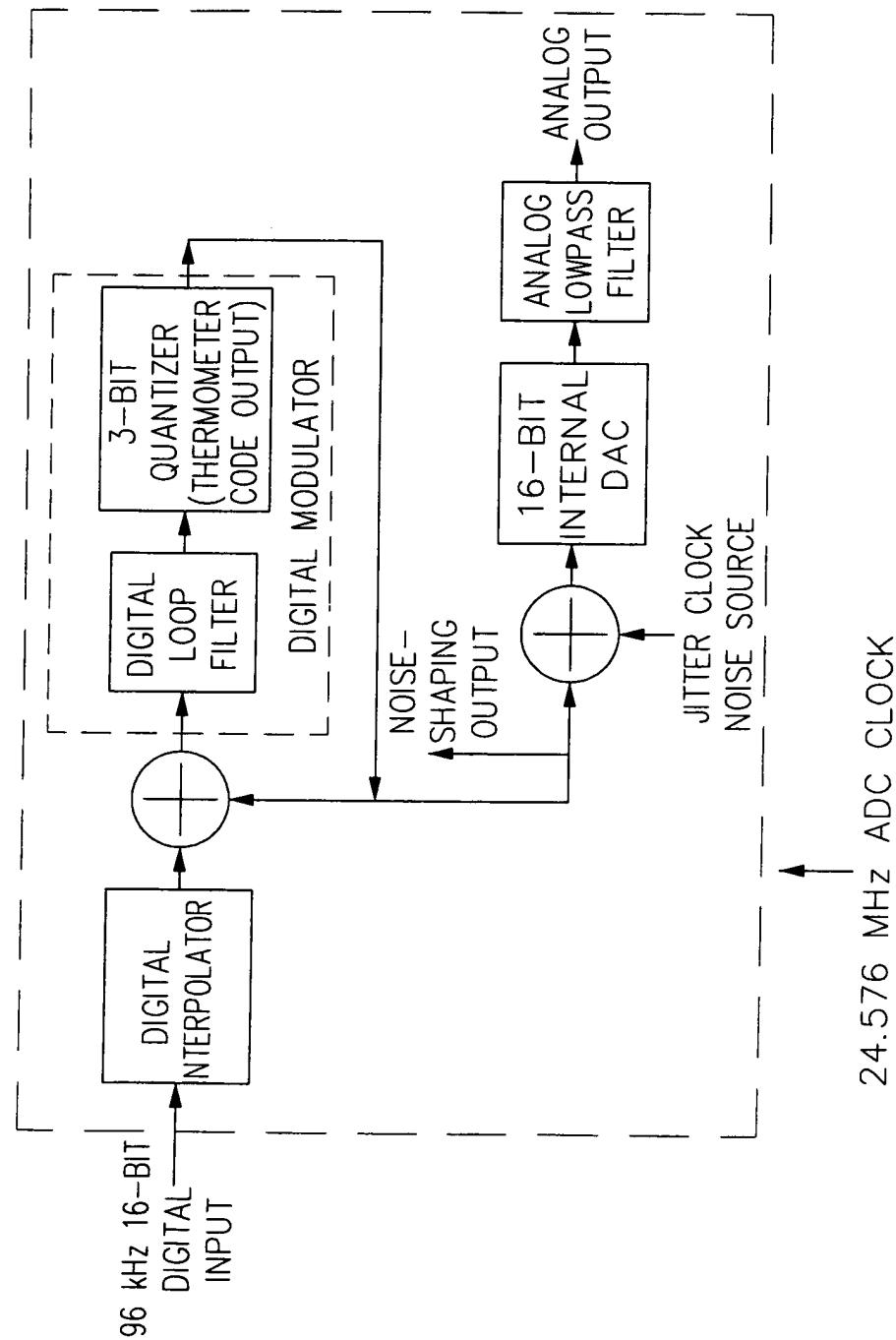


FIG. 92



*Fig. 93(1)*

Octet	Field	Length	Description
Flags 0	TxPriority7	1	Station is (was) transmitting frames with LL priority 7. (always set)
	TxPriority6	1	Station is (was) transmitting frames with LL priority 6.
	TxPriority5	1	Station is (was) transmitting frames with LL priority 5.
	TXPriority4	1	Station is (was) transmitting frames with LL priority 4.
	TxPriority3	1	Station is (was) transmitting frames with LL priority 3.
	TxPriority2	1	Station is (was) transmitting frames with LL priority 2.
	TxPriority1	1	Station is (was) transmitting frames with LL priority 1.
	TxPriority0	1	Station is (was) transmitting frames with LL priority 0. (always set)
Flags 1	Reserved	5	Shall be sent as 0 and ignored by 2.0 stations when received.
	CSS_Master_Capability	1	This station is capable of operating as a CSS Master node.
	No_V1M2_Frames	1	This station does not support the reception or transmission of compatibility frames (V1M2 frames).
	Supports 4Mbaud	1	This station supports 4 megabaud payload encodings.
Flags 2	Reserved	8	Shall be sent as 0 and ignored by 2.0 stations when received.
Flags 3	ConfigV2	1	Force use of 10M8 mode, defers to Config1 and ConfigV1Ms.
	ConfigV1M2	1	Force use of HPNA V1M2 mixed mode, defers to ConfigV1.

*Fig. 93(2)*

Octet	Field	Length	Description
	ConfigV1	1	Force use of HPNA 1.x mode, highest precedence of config flags.
	Reserved	2	Shall be sent as 0 and ignored by 2.0 stations when received.
	Highest Version	3	This station's highest supported HPNA version: 0x000 -- Reserved 0x001 -- HPNA 1.0 0x010 -- HPNA 2.0 0x001-0x111 Reserved

*Fig. 9A*

<u>Field</u>	<u>Length</u>	<u>Meaning</u>
CSEType	1 octet	X00 = signifies a CSS Extension type
CSELength	1 octet	X08 = Number of additional octets in this CSEType. CSELength is always x08 for CSEType = x00 = CSS
CSS_MAC	6 octets	MAC address of client station
CSS_SEQ	2 octets	CSS sequence, 8 two-bit values concatenated: 0-2 indicate a specific signaling slot, while 3 indicates the use of a randomly selected value chosen by the client at the time of the collision. X0000 - xBFFF = assigned CSS_SEQ value for the node possessing the MAC address specified in CSS_MAC XC000 - xFEFF = reserved XFF00 = indication by the client node specified by CSS_MAC that it is no longer an active sender of link layer priority 6 frames (equivalent to a "0 active channels" indication) XFF01 - xFFFE = request by the client node specified by CSS_MAC for a CSS Sequence from the master node. The 8 Least significant bits indicate the number of active channels which are sending link layer priority 6 frames for this client. XFFFF - reserved

*Fig. 95*

2-bit CSS register value (binary)	Signal slot integer (decimal)
00	0
01	1
10	2
11	Random in range [0,2]

Bit Number	Value
7:0	<b>Station Type:</b> 0 – HomePNA 1.x station 1 – 10M8 station in V1M2 Mode 2 – 10M8 station in V1M2 Mode, that has detected a recent 1M8 transmission with PCOM Station Type = 0 Other values reserved
31:8	Reserved, must be 0 on transmission

*Fig. 96*

Precedence	Variable
1	ConfigV1
2	ConfigV1M2
3	ConfigV2
4	V1_DETECTED
4	V1_SIGNALLED

*Fig. 97*